THE OFFICIAL STRATEGY GUIDE

X-COM® APOCALYPSE™

ALL THE INFORMATION YOU NEED TO

DEFEAT

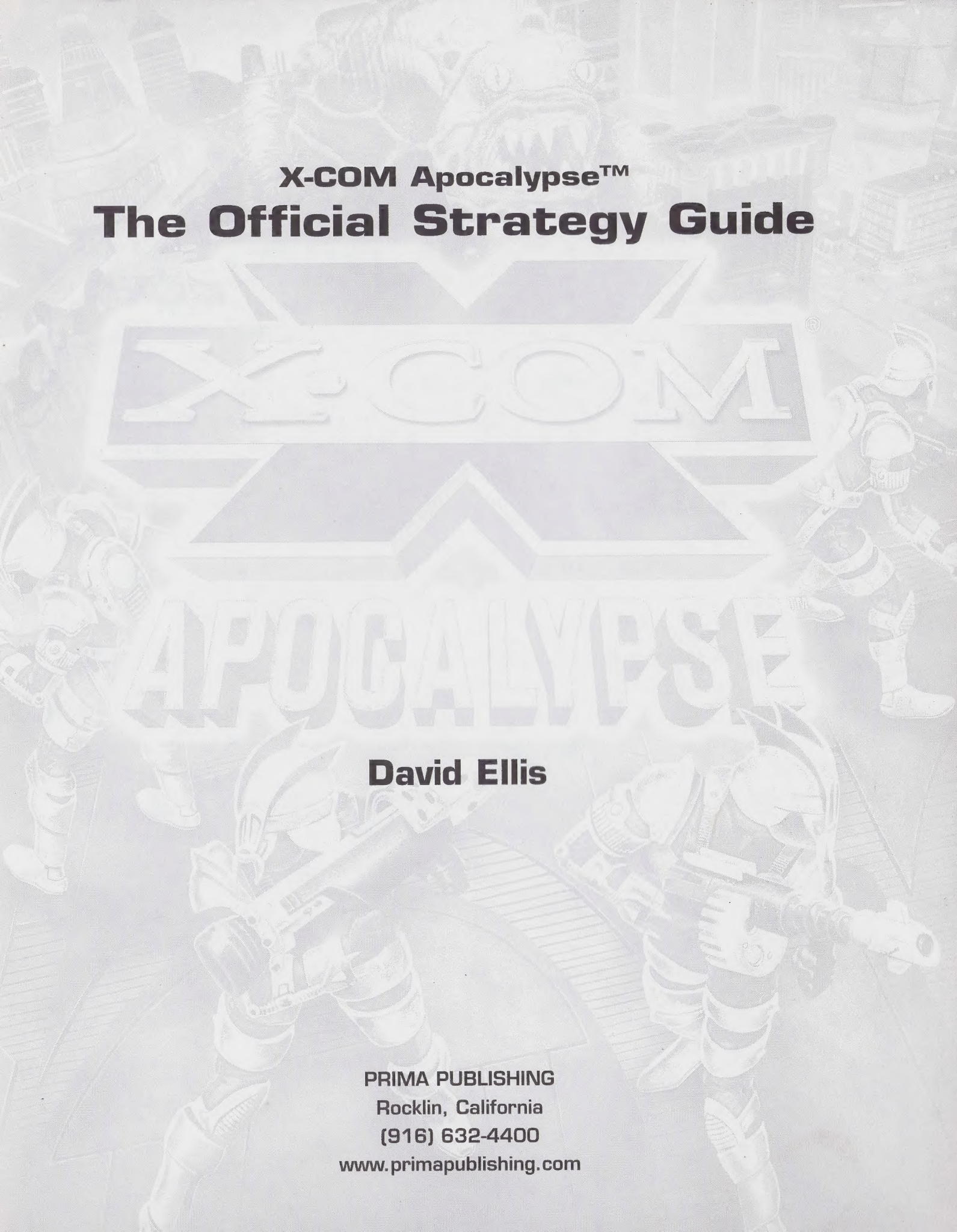
THE ALIEN THREAT!

PRIMA'S SECRETS OF THE GAMES®

MICROPROSE®

David Ellis

X-COM Apocalypse™
The Official Strategy Guide



David Ellis

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X-COM APOCALYPSE Introduction

Just Another Day In Mega-Primus

Wayne Hamilton stepped cautiously through the Temple doors, quickly checking both directions of the hallway facing him. The gathering place of the Cult of Sirius was dead quiet. But then again, it *was* a church–of sorts. The Cultists had been around almost since the end of the Second Alien War and most of the time the cult wackos kept to themselves; but lately something had been making them bolder, more belligerent. Hardly a month went by when an X-COM squad didn't find itself in one of the cult's buildings.

But, then again, the whole city seemed to be changing. Up until a few months ago, Mega-Primus had been everything the holo-ads and online media promised–a utopia, where the people of Earth could go about their lives in peace, in the secure knowledge that all their needs would be met. A paradise.

Just about everybody bought that line. The proof was in the population: The census bureau report of February, 2084, estimated the city's population was growing by nearly 25 percent a month. Nowadays, if you went outside the city walls, you had to travel for days, sometimes weeks, across the desolate, ravaged countryside to find anybody.

And why *would* anyone live outside the city? It was clean, safe (for the most part), and accessible to anyone. It bore a striking, if not exact, resemblance to the perfect place the hype described.

That is, until the aliens showed up.

Nobody had expected it to happen again, but in Hamilton's estimation they *should* have. It was a fact that, throughout Earth's bloody military history, every war was touted as the "war to end all wars." None ever had been, and none ever would be. And this time was worse. In the past, the biggest conflicts had been separated by decades, so it was easy to forget. With the aliens, it wasn't like they'd ever really disappeared. It's just that the alien incidents in the off-world colonies and territories were so distant from Earth, that flatlanders never thought of them as their problem.

There had been two "incidents" since the end of the Second Alien War. The first was the disappearance of the science vessel USG *Patton* as it conducted the first postwar survey of the Cydonia base on Mars. The other was the skirmish between the corporations and the aliens in the mining colonies of the Frontier. But both incidents had happened "out there"–in space–and had been pretty much ignored by the general population back home.

Then, after Mega-Primus was completed and utopia thrust upon the people, any thoughts that deep-space encounters with aliens could lead to another full-scale war were banished. The defense nets, minefields, and regular interceptor patrols throughout the solar system were more than sufficient to protect them, everyone believed.

And, of course, they were wrong.

Hamilton gave the all-clear signal, and the other two members of his team, Kaszinsky and Yan, followed him into the corridor. Kaszinsky, like Hamilton, was an X-COM "lifer." She'd served under Hamilton on the Frontier, flying interceptors out of X-Base Nine. Hamilton's squadrons racked up so many kills, the base was unofficially known as "Wayne's House of Pain." Hamilton nodded to her, and she took up a position to the left of the door, watching the shadows for movement. Then he turned his attention to his other teammate.

Yan was a rookie, straight out of Basic. This was his first combat mission, but you'd never know by looking at him. He'd already taken a position mirroring Kaszinsky's, to the right of the door. As Hamilton watched, Yan checked his clip, took the M4000 off safety, turned, and flashed a quick grin. Yan would be all right. He'd make a good 'Commer.

X-COM APOCALYPSE Introduction

Still no movement. Hamilton unshouldered his Auto Cannon and snapped in a clip. Armor piercing. No need for anything heavier. Not yet. He tapped Kaszinsky on the shoulder and led her past Yan and down the corridor to the right. According to the maps in the briefing packet, it led to the cult's sleeping quarters in the building's west wing. As his squadmates fell into step 10 paces behind him, Hamilton activated the microburst communicator in his helmet.

"Brady? Hamilton. Proceeding into the west wing."

"Gotcha," Guy Brady's voice came back, slightly distorted by the encryption signal. "Second Squad proceeding to east wing. Out."

They proceeded to the first corridor junction without incident; then the second and third junctions. Still nothing. This was the part that always made Hamilton uneasy. Six people to search a five-story building. The aliens, not to mention the Cultists, could be hiding anywhere, behind any door, crouched in any shadow–anywhere.

They reached the end of the hallway. Here the main corridor made a 90-degree left into a poorly lit area. Hamilton signaled his people to stop, caught Kaszinsky's eye, and made a circular gesture in the air with his right hand. Kaszinsky shouldered her machine gun and pulled out her Motion Scanner for a reading. As she turned slowly in place, Hamilton and Yan took care not to move. The scanner was pretty old technology, and couldn't distinguish friend from foe. Any movement would set it off.

From where he stood, Hamilton could see the scanner's display. Kaszinsky had scanned the west wing with no results, and had switched to the east. He could see Brady's team, small flickering blips of light on the screen, moving slowly away from their position. Judging by the range indicator, Hamilton figured the other team was just about to enter the cult's main chapel. A moment later, his instincts were confirmed as the blips assumed a formation that indicated they were about to proceed through a door. The center blip (Brady, most likely) moved east. He'd probably stepped through the doorway. The other two blips followed.

What happened next took no longer than a few nanoseconds, but seemed to last forever: The large, blank section of the scanner showing the area east of Brady's position filled with pulsating blips, some moving slowly, others at breakneck speed–heading directly for Brady's men.

Kaszinsky turned.

"My God. . . ."

Hamilton didn't hesitate. "Move it! Triple-time!"

The three were off, the way they'd come, taking no precautions: If cult members or other undesirables lurked in the rooms the team passed, they didn't bother showing themselves. They couldn't have failed to notice the clomp-scrape-thuds of Hamilton, Kaszinsky, and Yan loping as fast as 300 pounds of battle armor and gear allowed.

As they turned into the corridor leading to the chapel, they heard the unmistakable sounds of battle–the slithering, slurpy noises of the 'Worms, the sickening suck-spit of the Spitters, the roar of Anthropods.

Mingled with this cacophony of alien audio were the staggered, staccato rattle of Marsec machine guns and the thud-hiss of Stun Grenades. They may have been surprised, but Brady's bunch weren't going down without a fight.

Hamilton and his crew entered with guns blazing. He pumped three rounds into a Spitter, separating its neck from its shoulders before the thing could even turn around. Kaszinsky turned her machine gun on an Anthropod

that had strayed from the main part of the fray. The fan of slugs cut the thing off at the waist, spilling more foul-smelling alien blood onto the fluid-soaked carpeting at the back of the chapel.

With no targets in the immediate vicinity, Hamilton took a moment to survey the area. He could see no farther than 20 feet through the smoke and dissipating Stun Gas. The sound of X-COM weapons had ceased. The floor was littered with alien corpses, but there was no sign of Brady and his men. Hamilton was about to start forward when he heard a human scream. A moment later, he heard X-COM weapons fire again, from close by. The machine gun's rattle was followed by a cry of surprise and pain.

Hamilton spun left just in time to see Kaszinsky's gun drop from her hands. The force of the slugs had driven her against the wall, and she slid slowly to the floor, blood streaking the wall as she fell.

He kept his wits about him. Diving right, he angled for a low section of wall separating the nave from the main part of the chapel. As he cleared the low partition, a machine gun chattered to life, and two slugs raised sparks as they careened off the right leg of his battle armor.

Again, the gunfire stopped. Hamilton crawled to the end of the partition and risked a peek.

It was as he'd suspected. Yan crouched just inside the chapel door, his machine gun still trained on the position where Hamilton had leaped over the wall. Beside him on the floor lay the deflated, orange body of a Brainsucker. Yan had never seen it coming. Now he was one of *them*.

Taking a grenade from his belt, Hamilton set the timer to zero. Where the hell was Brady? He heard the sounds of a skirmish at the far end of the chapel, but he couldn't see what was happening. Cursing, he popped up over the wall and pegged the grenade at Yan, who, for the second time that day, didn't know what hit him. The grenade went off, throwing the former X-COM recruit against the wall and dislodging a large portion of the ceiling. Yan's armor protected him from most of the blast, but as he started to stand, a girder swung down and caught him square in the faceplate. His head hanging at a horrifically unnatural angle, Yan dropped to the floor.

Hamilton stood and looked to the front of the chapel. The firing again had stopped. It was quiet. Too quiet. He tapped his communicator.

"Brady? Brady, do you copy? Rowan, Denman, anyone . . . do you copy?"

Static.

Hamilton leveled his Auto Cannon and started slowly toward the front of the room. Smoke and dust hung thick in the air. Weak predawn light filtering through a shattered skylight traced dim patterns in the smoke. After a moment he stopped. Had something moved up ahead? Hamilton raised his weapon. . . .

There were at least a dozen of them, no more than 10 meters away and coming fast. Spitters, Anthropods, a Hyperworm, and a couple more Brainsuckers. Ahead of them all was Brady, his armor singed and scored, his helmet dripping with the remains of a successful Brainsucker attack. Brady leveled his laser rifle. . . .

In one instinctive movement, Hamilton traded an HE clip for the AP ammo in the Auto Cannon, drew back the slide to lock the first round into place, and pulled the trigger. Unmindful of the danger to himself, he sent round after round of high explosive into the oncoming army, spraying shells in a wide dispersal pattern.

Alien bodies flew. The floor erupted into flames. Furniture became kindling as it was splintered by the explosive onslaught. Hamilton rained death on the alien hordes. No matter how many he killed, more came to take their place.

Hamilton kept firing right up to the moment the ceiling caved in on him.

Outside, another day dawned in Mega-Primus.

X-COM APOCALYPSE Acknowledgments

If there's one thing I should have learned by now, it's that it never gets easier. I'd like to take a moment to thank all the people who made this guide possible.

First, there's Tom Nichols in the MicroProse marketing department in Alameda who has been in my corner from day-one. Also, thanks to Adrian Turner in the UK, who got things rolling on that end, and to James Hawkins and the Gollop brothers who got me all the information I needed in spite of their tight deadlines. Finally, on the MicroProse end, thanks to Darren Kirby and the QA department for getting me the files and info I needed, and for lending their expert advice in playing the game. It was all a great help, and I couldn't have done it without you.

At Prima, I'd like to thank Stacy, Julie, and Brooke for sticking it out and not hassling me *too* much about the deadline. There is no doubt that the overriding circumstances were less than perfect this time around, but I think we managed to pull a good book out of it just the same.

Finally, as always, thanks to my wife Meghan for her understanding and patience as I worked on this book. It's time I joined you back in the land of the living. . . .

David Ellis

July 28, 1997

Chapter One
X-COM Apocalypse: Overview and Concepts

Welcome to the late 21st century, era of mankind's greatest achievement–Mega-Primus–a city where everything is environmentally safe; where water is clean and the parks and farms flourish; where the needs of every citizen are anticipated and met; a beautiful, perfectly engineered wonder of modern civilization.

A place that's being overrun by aliens.

Yes, once again the innocent people of Earth are under siege by an armada of alien marauders hell-bent on the destruction of humankind. And once again it's up to you, as commander of the elite, undercover force known as X-COM, to stop the intruders before our planet becomes the stomping grounds for extraterrestrial trash from an alternate dimension.

The Purpose of This Book

The obvious purpose of this–and, presumably, *every*–strategy guide is to make you better at the game. Keep in mind, though, that *Apocalypse* is a strategy game, not a graphic adventure or a first-person shooter. In other words, don't expect to find a step-by-step, puzzle-by-puzzle road map here, and don't expect a bunch of maps with secret traps and objects marked on them. *Apocalypse* just isn't that kind of game. What this book *does* contain is lots of in-depth, detailed information, statistics, facts, and advice that will allow you to make well-informed decisions and take the actions you need to take to get through the game easily and effectively.

What this book most definitely is *not* is a replacement for the manual. This guide assumes you've played the game–at least a little bit–and that you're familiar with all the screens and interfaces. If this isn't the case, take time to read the game manual. After all, that's what it's for.

What's New In *Apocalypse*?

This section is aimed primarily at *X-COM* veterans–those who've played *X-COM UFO Defense* (also known as *X-COM Enemy Unknown*) and/or *X-COM Terror from the Deep*. However, newcomers might want to follow along and get a brief overview of the game (especially those who *still* refuse to read the manual). For easy reference, we divide the information into strategy and combat sections.

Strategy Changes

As in the first two games, *Apocalypse* has a very strong strategy overgame in addition to squad-level combat. This includes everything from research and finance to detecting and intercepting UFOs.

Cityscape Instead of Geoscape

The most obvious change is in the game's focus. The *geographical* focus, at least, has narrowed significantly. Instead of defending the entire planet, you're now responsible for protecting only the city of Mega-Primus (see Figure 1-1). Not that that's any easy task, mind you.

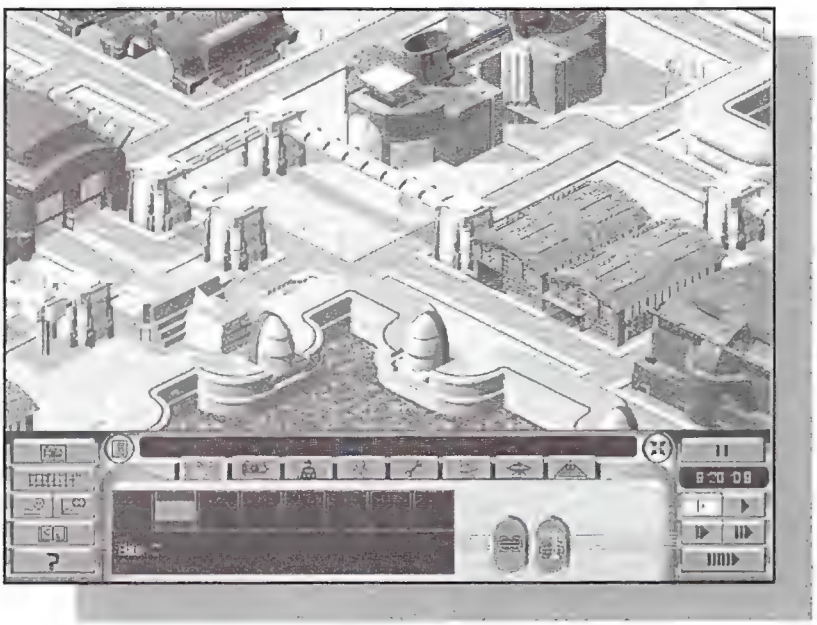


Figure 1-1. The Cityscape.

Funding and Supplies

X-COM's funding in the first two games came primarily in the form of donations from world governments or territorial coalitions. The better the level of protection provided by X-COM, the more money the nations contributed. If the nations were unhappy with X-COM's performance, funding was reduced or cut altogether.

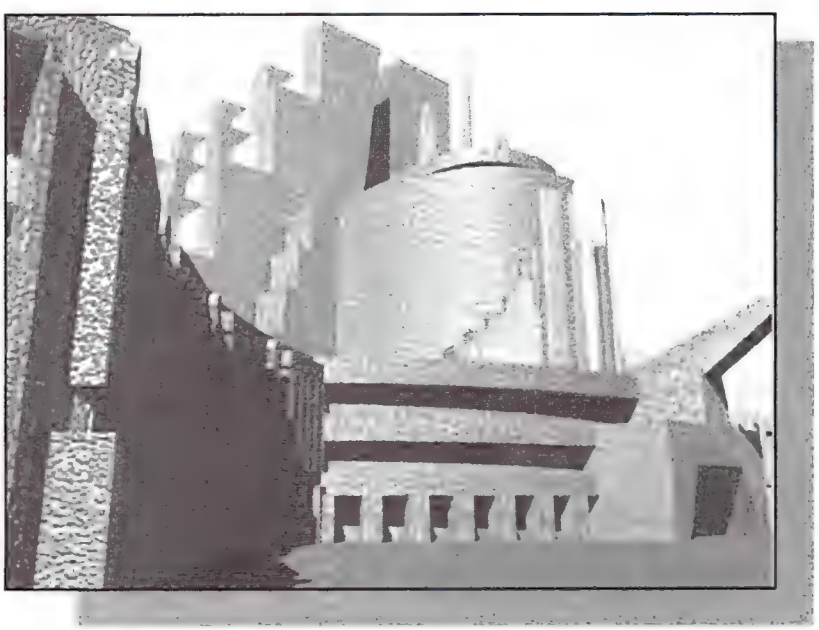


Figure 1-2. The Senate Building, Seat of Mega-Primus's Governing Body.

In *Apocalypse*, your funding still comes from the government–the city government, in this case. The ruling body of Mega-Primus, known as the Senate, provides you with a weekly influx of cash which you can use to buy supplies, recruit agents and scientists, and pay all the maintenance costs associated with running a full-scale, covert military operation. The amount of cash you receive each month depends on your performance in protecting the city and its inhabitants from alien infiltration and UFO attacks.

So far, things aren't much different financially from the first two games. The big difference lies in the roles of the corporations populating and controlling the city. When individual corporations become unhappy with X-COM, it can have a significant impact on your ability to purchase and/or ship supplies and weapons. The corporations of Mega-Primus supply all merchandise not constructed in X-COM workshops. So, for example, if the Transtellar Corporation (a transportation company that operates taxis and parcel delivery services in the city) signs a pact with the aliens because they were unhappy with X-COM's performance, you may no longer transfer items and personnel between your headquarters, and new recruits must walk to their bases! (Chapter 4 provides details on all things corporate and financial.)

A Diversified and Expanded Research System

As in the first two games, one of your main tasks is to study the aliens and their technology and use what you learn to build bigger, better, more advanced weapons and equipment with which you can (eventually) defeat them.

In this department, *Apocalypse* is more complicated than its predecessors. The research tree is far bigger and a bit more complex than either of the earlier games (as we illustrate later in this book). To complicate things further, the technologies break down into two research disciplines–Biochemistry and Quantum Physics. This requires you to maintain two types of science labs at all times. And, with nearly 100 research topics, you can be sure all your scientists will almost always be occupied.

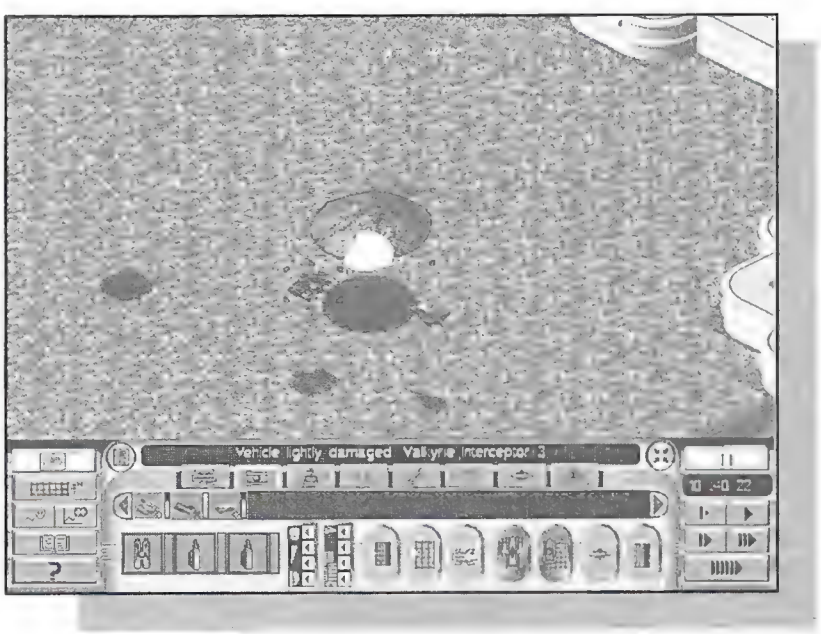


Figure 1-3. A UFO Intercept In Progress.

More Interactive Interceptor Combat

In the first two games, all ship-to-ship combat took place in a 2-D, radarscope view. In *Apocalypse*, you experience things up close and personal. All ship-to-

ship combat takes place in the 3-D world of the Cityscape. You have more control over the actions of your intercept fleet, which can include a wide variety of ground and air vehicles, making the battles more interesting and interactive. Often, the city police and vehicles owned and operated by various corporations in the city will join you in your efforts to protect Mega-Primus from harm.

Another option for your intercept vehicles in *Apocalypse*, one not available in either of the first two *X-COM* games, is the ability to destroy the site of alien activity from the *outside*. Among your selection of vehicles and weapons are combinations you can use to lay waste to city buildings and stop the enemy before you even meet him or her face-to-face. Of course, this tends to upset the building owners, but that's a risk you might sometimes be willing to take. (For full information on UFO interceptions, see Chapter 7.)

Getting to a Mission Site

Unlike the first two *X-COM* games, *Apocalypse* doesn't actually require you to provide transportation for your agents to and from tactical mission sites. Because all the action takes place in a city that has a tremendously effective mass transit system, agents not assigned to an X-COM vehicle who get orders to proceed to a mission site travel by either People Tube or taxi. Of course, both modes are very slow, so it's still a good idea to use your own vehicles for agent transportation.

Figure 1-4. X-COM ships take out an alien-infested building.

Changes in the Tactical Game

Apocalypse's changes aren't limited to strategy; there are quite a few changes in the tactical game, as well.

Choice of Combat Styles

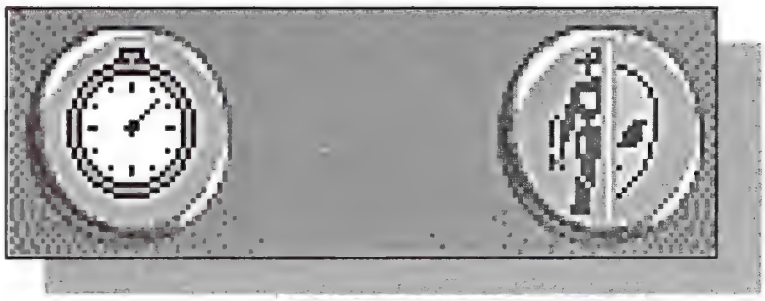


Figure 1-5. Real-Time Versus Turn-Based Combat.

This is probably the single biggest gameplay change in *Apocalypse*.

In keeping with the current trend in games, *Apocalypse* offers tactical combat in real time. For *X-COM* veterans, and perhaps even veterans of the current slew of real-time strategy games, the real-time combat in *Apocalypse* has quite a learning curve. Manipulating squads of units armed with single weapons and/or functions is *much* easier than moving a squad of X-COM agents and deciding which of their myriad weapons they should use in battle. To a certain extent this is handled automatically, but it can easily overwhelm the novice player. Fortunately, speed controls allow players to manipulate the pace of combat. The Pause button is particularly useful.

For those who aren't into real-time combat, an option allows the same turn-based battles found in the first two games. This is generally much easier to grasp and control than real-time combat, but makes the game last much longer.

You might find that combining the two combat styles throughout the game is the easiest way to accomplish your tactical goals. (For an in-depth look at both combat styles, see Chapter 8.)

More Enemies Than Just the Aliens

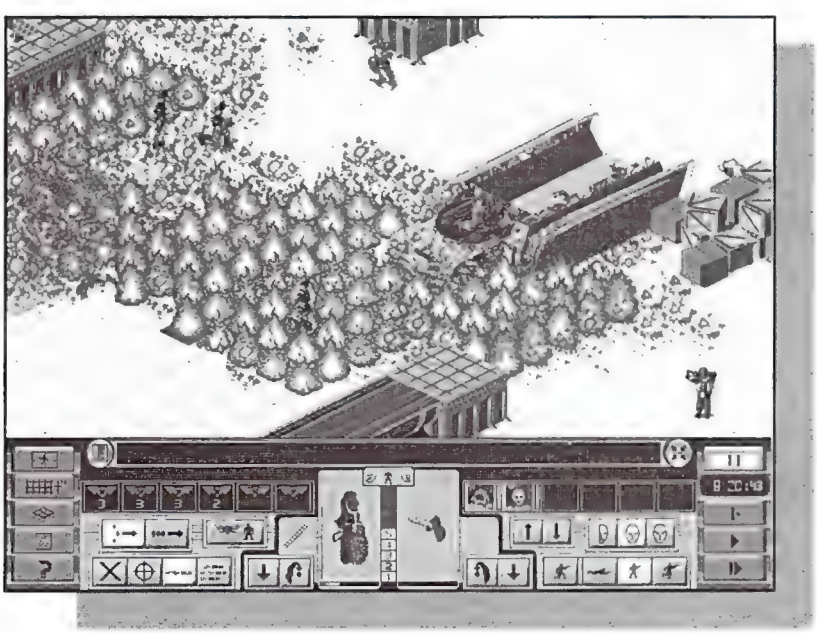


Figure 1-6. Whoa! Aren't you supposed to be on our side?

The new alien invasion is the reason you're taking charge of the newly re-activated X-COM, but fighting aliens is by no means your only job. Mega-Primus is full of alien sympathizers and citizens ready to turn on you at the least provocation. That means that, in

addition to fighting aliens, you just might find yourself going toe-to-toe with building guards, cult fanatics, and even the Mega-Primus police force (if you're not careful). It definitely pays to keep the people of Mega-Primus as happy as possible so you can avoid fighting them and concentrate on eliminating the alien threat.

New Mission Types

Over the course of the game, you encounter a wide variety of mission types. Some missions will be familiar to *X-COM* veterans.

Live Alien Sighted: A mission initiated when one or more aliens is spotted in or near a building in the city. (More or less the same as a Terror Mission in the first two games, though often not as heavily infested.)

UFO Recovery: When the larger UFOs are shot down in the city, you have the opportunity to send your agents to the crash site to recover aliens and alien technology. This is nearly the same as the UFO recovery missions in the first two games.

X-COM Base Defense: As before, X-COM bases are secret installations. Unfortunately, the enemy sometimes uncovers their locations and initiates a raid. Your agents must mobilize to defend the base from attack.

Raids On Alien Buildings: Your adventures in Mega-Primus are just the tip of the iceberg. To win the game, eventually you must infiltrate and disable all 10 buildings in the Alien Dimension. (These tactical missions are similar to alien base raids in the first two games.)

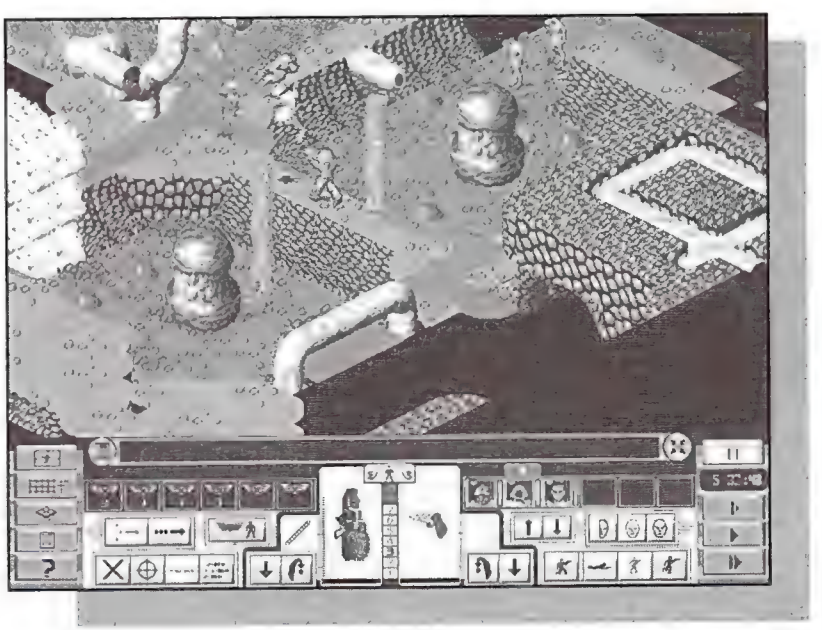


Figure 1-7. Tactical Mission In an Alien Building.

In addition to these familiar missions, there are missions unique to *Apocalypse*. The truly unique aspect of the following two missions below is that they're self-initiated. That is, you get no prompting to take part in them; the decision is yours and yours alone.

Search Building for Alien Activity: In this mission, you send your agents to check a corporation for suspicious or alien activity. You can run this mission anytime, anywhere, and you might not always find an alien. (This is technically not a tactical mission, since the building is automatically checked. Only if your agents detect alien activity do you enter into a tactical battle.) You must take care when running this kind of mission because the building's controlling corporation becomes unhappy with X-COM when you invade their privacy and no aliens are present.

Raid Building: In this tactical scenario, you send your agents in to raid a corporation and root out suspicious activity. You must be pretty sure the corporation you're raiding actually has alien ties, though; otherwise, any useful services that corporation provides are likely to cease after you needlessly slaughter their guards.

The higher levels of difficulty emphasize these proactive missions by notifying you less frequently of alien building infiltrations.

Game Basics

Now that you know the major differences between *Apocalypse* and the previous *X-COM* titles, it's time to get down to basics. Before you can apply the strategies in this guide, you must learn the fundamentals.

Winning and Losing the Game

Winning the game has nothing to do with your score (as we will explain later in this chapter). The goal in *Apocalypse* is a familiar one: Accumulate sufficient alien technology to penetrate the Alien Dimension and defeat the aliens on their own turf. You accomplish this by having your agents successfully infiltrate and disable all 10 buildings in the Alien Dimension. Accomplish this, and you win.

X-COM **veterans will be happy to learn that players no longer lose the game if they lose the final tactical battle. As long as you have the resources, you can keep trying until you succeed.**

There are only two losing conditions in *Apocalypse*. You lose the game if:

- *All X-COM bases are captured or destroyed;*
- *X-COM's debt is more than $5,000 at the end of any week after it receives funding. (In other words, if X-COM receives $200,000 in funding at the end of the week and, after paying all the upkeep costs, your treasury reads that your owe more than $5,000, you lose.)*

The Effects of Game Difficulty

As you know, there are five difficulty settings for *Apocalypse*. You can expect the following as you play at successively higher levels of difficulty:

- *At higher levels of difficulty, you start the game with less money in your treasury.*
- *The higher the difficulty, the less frequent the alerts. That means that playing at higher difficulty levels forces you to investigate city buildings more actively to find alien activity.*
- *The diplomatic penalty for investigating a building when no aliens are present is higher for each successive difficulty level.*
- *The higher the difficulty, the more quickly organizations are infiltrated and turned to the alien side when aliens are left in a building.*
- *Organizations are more active at higher difficulty levels. That means they attack one another, and X-COM, more frequently and with less provocation.*
- *The initial diplomatic attitude of the organizations in the city is less favorable at higher levels of difficulty.*
- *At higher difficulty levels, organizations demand more money to become friendly with X-COM once relations start breaking down.*
- *The aliens get better UFO weapons, and better personnel and weapons at tactical sites at higher levels of play.*
- *Alien stats are better at higher levels of play. (See Chapter 6 for details.)*

The Scoring System

Just about everything you do in the game adds to or subtracts from your score. Score has nothing to do with winning the game. Even so, a good score indicates good performance, so it serves as a quick reference for how well X-COM is doing its job. The following sections break down the scoring system.

Points for UFO Interceptions

Every time you shoot down or destroy an alien ship, points accrue to your score. Table 1-1 shows the score breakdown for UFO interceptions.

TABLE 1-1. POINTS SCORED FOR UFO INTERCEPTION AND DESTRUCTION

UFO Type	Points for Downing or Destroying the UFO
Probe	50
Scout	100
Transporter	150
Fast Attack Ship	200
Destroyer	250
Assault Ship	300
Bomber	300
Escort	250
Battleship	500
Mothership	700
Overspawn*	400

***Although the Overspawn is technically an alien creature, it's treated as a UFO in point value because you encounter it only during UFO interception missions in the city.**

The Mega-Primus police force and the armed vehicles of various corporations in the city also assist in UFO interceptions. Note that you receive points for destroying and downing UFOs no matter who does the shooting!

You *lose* 25 percent of the UFO's interception value for each UFO that enters the city and successfully exits through a Dimension Gate. You also lose points during UFO interceptions if X-COM craft are destroyed. (See Table 1-2.)

TABLE 1-2. POINTS LOST DUE TO THE DESTRUCTION OF X-COM VEHICLES

Vehicle	Points Lost
Annihilator	550
Retaliator	450
Explorer	250
Biotrans	350
Dimension Probe	50
Hawk Air Warrior	250
Valkyrie Interceptor	150
Phoenix Hovercar	40
Hoverbike	10
Griffon AFV	50
Wolfhound APC	20
Stormdog	15
Blazer Turbo Bike	10

NOTE

The foregoing information also applies to ship-to-ship battles in the Alien Dimension.

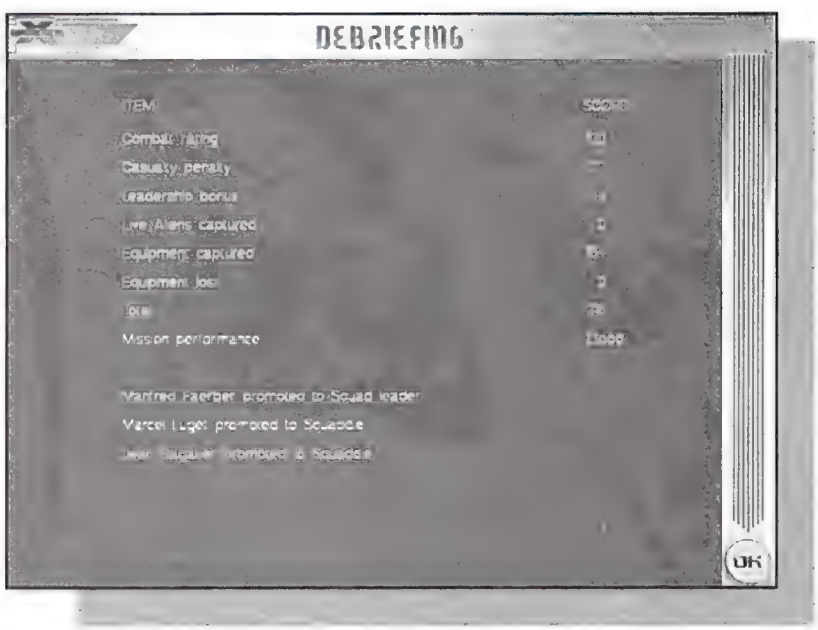


Figure 1-8. The Mission Evaluation Report.

Points for Tactical Missions

As you might suspect, there are lots of ways to gain and lose points during a tactical mission. At the end of every mission, you receive a mission evaluation that breaks down the points you gained and lost over the course of the mission. (See Figure 1-8.)

The statistics the mission evaluation report provides include:

- *Combat Rating: Points gained and lost due to combat kills. Enemy kills are added to the combat rating and friendly kills are subtracted.*
- *Casualty Penalty: Points lost due to the death of X-COM agents.*
- *Leadership Bonus: A calculated value added to your total performance score. This value is calculated as follows:*

([100 - Casualty Penalty] x 3)% of
(Combat Rating - Friendly Casualties + Stunned Hostiles)

- *Live Aliens Captured: Points gained as a result of stunning aliens for live capture. If your agents have no way to return the captured aliens to your base–that is, the vehicle that transported the agents has no Bio-Transport Module–these points are combined with the Combat Rating.*
- *Equipment Captured: Points received for capturing equipment from the combat area. This refers only to equipment X-COM agents did not carry into combat. All equipment at the combat site is automatically captured if X-COM wins the tactical engagement. Equipment picked up by agents who then exit the combat zone is also considered captured (whether X-COM wins or not).*
- *Equipment Lost: Points lost for X-COM equipment left behind at the combat site when X-COM loses the tactical engagement. Equipment also can be lost if an enemy unit picks it up and exits the combat area.*
- *Total: The total number of points scored for the mission, calculated as follows:*

Combat Rating + Leadership Bonus - Casualty Penalty + Live Aliens Captured + Equipment Captured - Equipment Lost

- *Mission Performance: A verbal rating of your mission performance–Good, Average, Poor, and so on.*

All the foregoing point values are determined based on "Tactical Point Values." Every item and creature in the game has an assigned Tactical Point Value. The following tables list the Tactical Point Value for all living and inanimate objects in the game.

X-COM **veterans should note that, unlike the first two games, the number of points scored for aliens is the same whether they're killed or captured.**

TABLE 1-3. TACTICAL POINT VALUE OF LIVING CREATURES

Unit	Tactical Point Value
Anthropod	10
Brainsucker	4
Chrysalis	3
Humans, Androids, Hybrids*	10
Hyperworm	5
Megaspawn	30
Micronoid Aggregate	15
Multiworm	8
Multiworm Egg	4
Popper	8
Psimorph	30
Queenspawn	50
Skeletoid	14
Spitter	8

*** Includes *X-COM* agents. Each level of rank promotion for an *X-COM* agent adds two points to an agent's Tactical Point Value.**

Rules exist concerning point gain or loss as the result of a living creature's death. You're credited with a kill if one of your agents:

- *shoots and kills the unit;*
- *causes an explosion that kills the unit;*
- *causes terrain to fall on the unit and kill it.*

You are *not* credited with a kill if:

- *the unit is killed by collapsing terrain that was caused by fire;*
- *the unit dies of a critical wound;*
- *the unit walks into a fire that kills it. (You do, however, receive credit for the kill if the unit in question is caught in the blast of an incendiary device.)*

TABLE 1-4. TACTICAL POINT VALUE FOR OBJECTS

Item	Tactical Point Value
Alien Gas Grenade	4
Boomeroid	7
Brainsucker Launcher	6
Devastator Cannon	10
Dimension Missile	8
Dimension Missile Launcher	10
Disruptor Gun	8
Elerium	3
Entropy Launcher	7
Entropy Pod	7
Heavy Launcher AG Missile	1
Heavy Launcher HE Missile	1
Heavy Launcher IN Missile	1
Incendiary Grenade	1
Marsec Heavy Launcher	4
Marsec High Explosive	2
Marsec M4000 Machine Gun	2
Marsec MiniLauncher	4
Marsec Proximity Mine	2
Medi-Kit	2
Megapol AP Grenade	1
Megapol Auto Cannon	3
Megapol Laser Sniper Gun	3
Megapol Law Pistol	2
Megapol Plasma Pod	1
Megapol Plasma Gun	4
Megapol Smoke Grenade	1
Megapol Stun Grapple	1
Megapol Stun Grenade	1
Mind Bender	5
MiniLauncher AG Missile	1
MiniLauncher HE Missile	1
MiniLauncher IN Missile	1
Motion Scanner	4
Personal Cloaking Field	8
Personal Disruptor Shield	9
Power Sword	2
Psiclone	3
Toxigun	4
Toxigun A-Clip	2
Toxigun B-Clip	2
Toxigun C-Clip	2
Vortex Mine	8

Other kill-score rules include the following:

- *You receive credit for kills made by units under your agents' psionic control if the unit under psionic control is still controlled when the kill occurs. For example, you take psionic control of an alien unit and have that unit prime and throw a grenade. You receive credit for any units killed in the resulting explosion only if the alien who threw the grenade remains under psionic control at the time of the kill.*
- *When one of your agents is killed, its Tactical Point Value accrues to your Casualty Penalty.*
- *When one of your agents is brain-sucked, its Tactical Point Value is added to your Casualty Penalty, and double its Tactical Point Value is subtracted from your Combat Rating. Half of this counts as "friendly casualties" in calculating your Leadership Bonus.*

Table 1-4 shows the Tactical Point Value for all items, both alien and X-COM, that can be lost or recovered at a tactical combat site.

Items not listed in Table 1-4, such as certain weapon clips, have a Tactical Point Value of zero.

Points for Research

You receive points for every research topic you complete. As a rule, more complex research topics yield higher point values. (Tables 5-1 and 5-2 in Chapter 5 list the points you gain for completing each research project, as well as other research project data.)

Other Miscellaneous Scoring

In addition to these ways of gaining and losing points, there are a number of additional ways that your score can increase and decrease.

- *Alien Incidents In the City: For every report you receive describing alien activity in a city building–the infamous "Live Alien Spotted" report–you lose 30 points. This is presumably incentive for you to actively seek alien activity in the city and stamp it out before another source reports it.*
- *Damage to City Buildings: Each city block deliberately destroyed–not destroyed by stray fire when attempting to shoot down UFOs–results in point loss. The number of points varies, going as high as 20 points for destroying an expensive one-block structure, such as a Luxury Apartment Building.*

Chapter Two

Bases

All game activity revolves around the X-COM base. Bases house facilities for the care and maintenance of your vehicles; training and lodging facilities for your agents; and research and manufacturing facilities to study alien technology and build bigger and better weapons. Thus, your success in the game depends largely on the proper functioning of your bases. Indeed, if all your bases cease to function, you lose.

In this chapter you'll learn the statistics and functions of each base facility, how to choose the best base locations, and the art of strategic base design.

A Guide to Base Facilities

In *Apocalypse*, X-COM bases are underground facilities, built in the basements of existing structures in Mega-Primus. Every base comprises a series of prefab modules linked to one another by the building's corridors. (See Figure 2-1.)

We discuss base construction later in the chapter. Now let's take a look at the base facilities available, their statistics, and their functions. We list the following statistics for each facility:

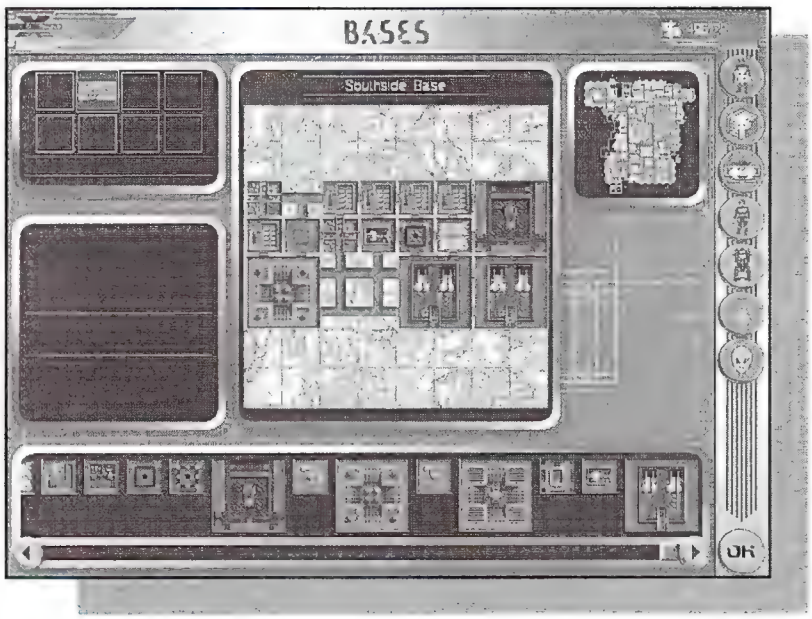


Figure 2-1. An X-COM Base.

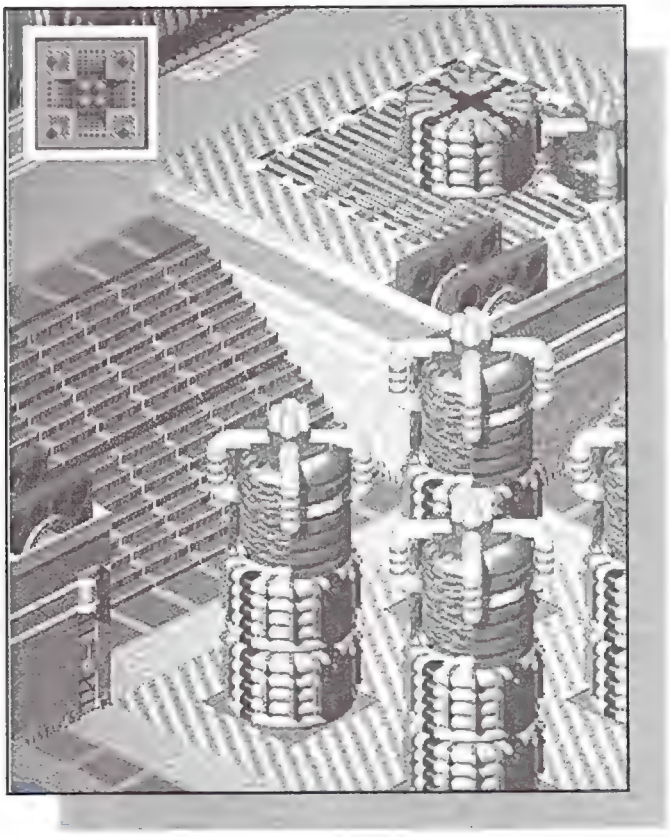
- *Construction Cost: The initial cost of building the facility. Unlike the prices of vehicles and equipment, which fluctuate throughout the game based on supply and demand (see Chapter 4), the cost of base facilities remains constant throughout the game.*
- *Build Time: The number of days it takes to build the facility.*
- *Weekly Maintenance: The amount of money automatically deducted from your treasury each week for the ongoing care and operation of the facility.*
- *Capacity: The number of items–agents, vehicles, scientists, and so on–the facility can hold at any one time.*

Access Lift

Construction Cost: $5,000
Build Time: 0
Weekly Maintenance: $200
Capacity: N/A

An Access Lift is essentially a huge elevator for moving equipment and personnel into and out of a base. Every base must have an Access Lift; in fact, you get this facility automatically when you purchase a new base.

Access Lifts provide one of two possible points of entry for invaders (the other being the Vehicle Repair Bay). We discuss the significance of this later in this chapter.



Advanced Biochemistry Lab

Construction Cost: $20,000
Build Time: 8
Weekly Maintenance: $200
Capacity: 10 Biochemists

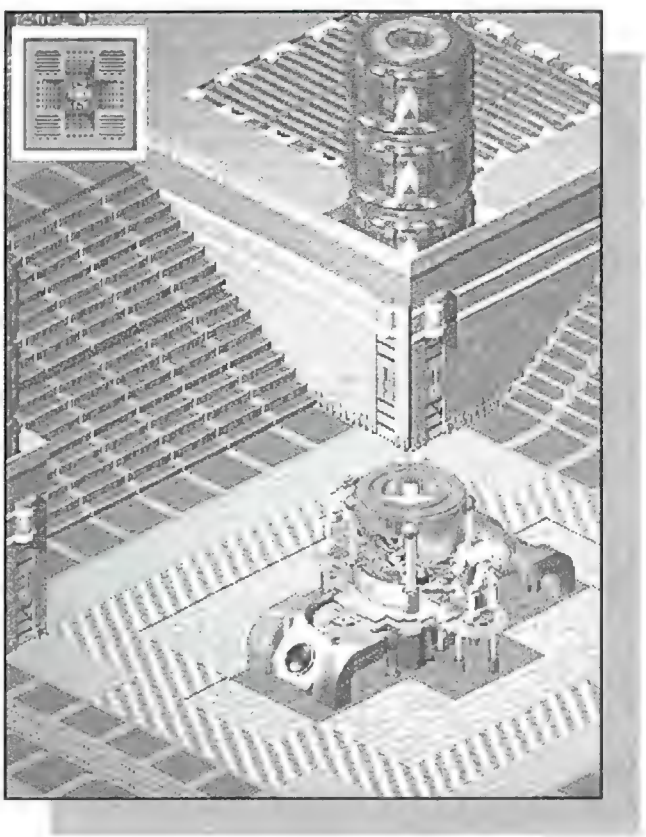
Because *Apocalypse* research topics are divided into two fields of study, Quantum Physics and Biochemistry, you must maintain two types of laboratories to complete your research. Further, research topics within each category are either small or large. Large topics must be studied in advanced labs.

The Advanced Biochemistry Lab has research facilities for up to 10 biochemists. Although these labs are designed for researching the game's large Biochemistry topics, you may research small topics in the Advanced Biochemistry Lab, as well. You'll complete this research far more quickly in a large lab because twice the scientists of a small lab can apply their skills.

To build Advanced Biochemistry Labs, you must first research an Alien or Alien Autopsy—any Alien except the Queenspawn, Queenspawn Autopsy, or Overspawn Autopsy will do—and then research the lab itself.

Advanced Quantum Physics Lab

Construction Cost: $25,000
Build Time: 8
Weekly Maintenance: $200
Capacity: 10 Quantum Physicists

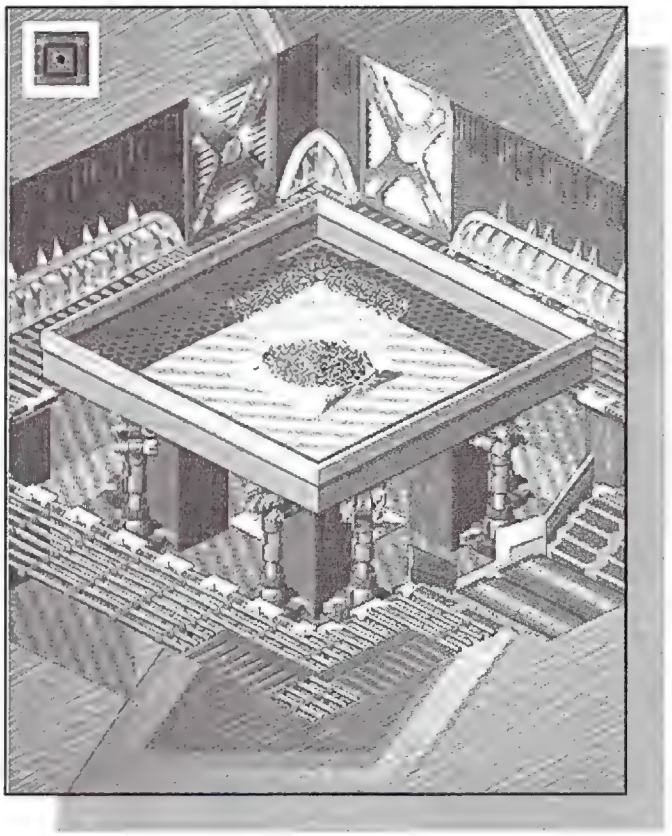


As with Biochemistry, *Apocalypse*'s Quantum Physics research topics are divided into small and large classifications. The Advanced Quantum Physics Lab allows you to research large research topics in this field, and provides research facilities for up to 10 scientists.

To build Advanced Quantum Physics Labs you must first research one of several pieces of alien equipment—the Alien Propulsion System, Alien Control System, and Alien Energy Source—and then research the lab itself.

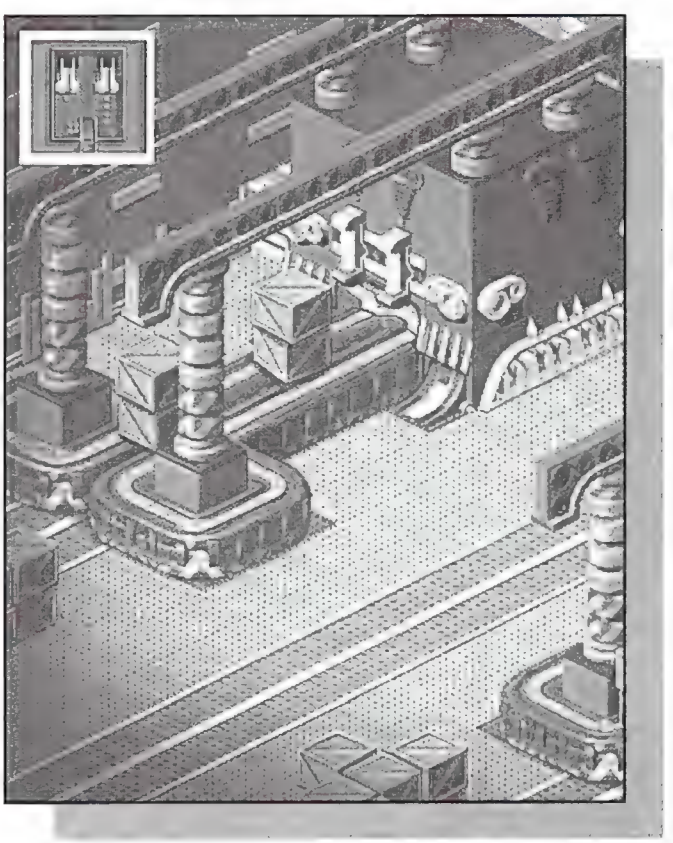
Advanced Security Station

Construction Cost: $8,000
Build Time: 4
Weekly Maintenance: $300
Capacity: N/A



In the first two *X-COM* games, all base security modules were designed to fire on potential invaders before they entered the base. Missile emplacements, laser artillery, plasma guns, and so forth were aimed at the skies to shoot down aliens before they could get inside the base. Because *Apocalypse* bases are located beneath buildings in a busy metropolitan area, such defensive measures would be inappropriate. Internal security modules exist, however, to assist you in the event of invasion.

The Advanced Security Station is an upgraded version of the standard Security Station available at the beginning of the game. To build this facility, either the Light Disruptor Beam, Medium Disruptor Beam, or Disruptor Bomb Launcher must be researched. Then you can research the Advanced Security Station itself. This facility operates on the same principle as the standard Security Station, only it uses disruptor beams instead of the less powerful plasma variety.



Advanced Workshop

Construction Cost: $12,000
Build Time: 9
Weekly Maintenance: $200
Capacity: 10 Engineers

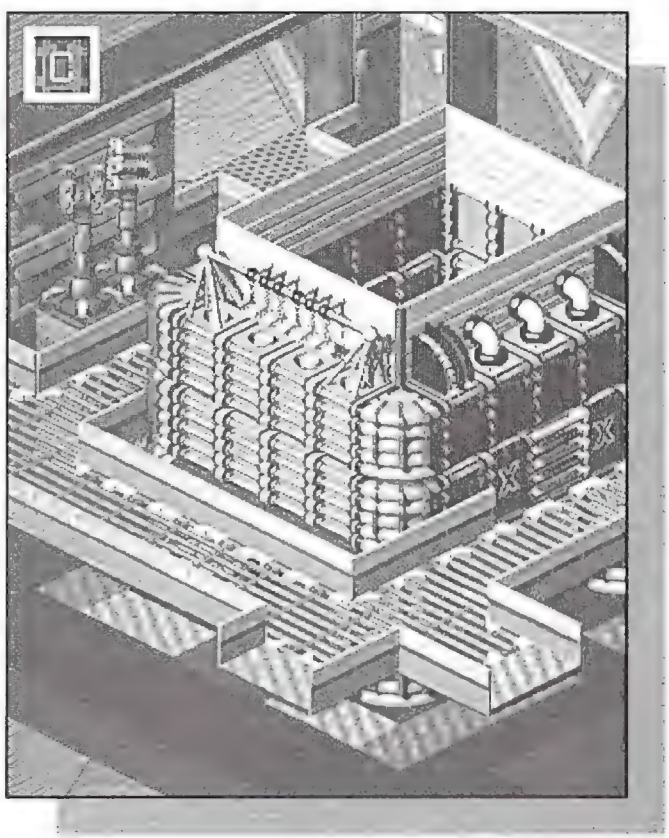
Some of the more advanced pieces of equipment you must build to win the game

are complicated to construct and take up a lot of space. That's where the Advanced Workshop comes in. With far more space and twice the engineer capacity of the standard Workshop, this facility can produce any item in the game.

To build Advanced Workshops, you must first research the Dimension Probe, and then research the workshop itself.

Just as you can research standard topics in an Advanced Research Lab, you can construct small items in an Advanced Workshop. With the advanced facility's greater number of engineers, producing small items can be done in record time.

Alien Containment



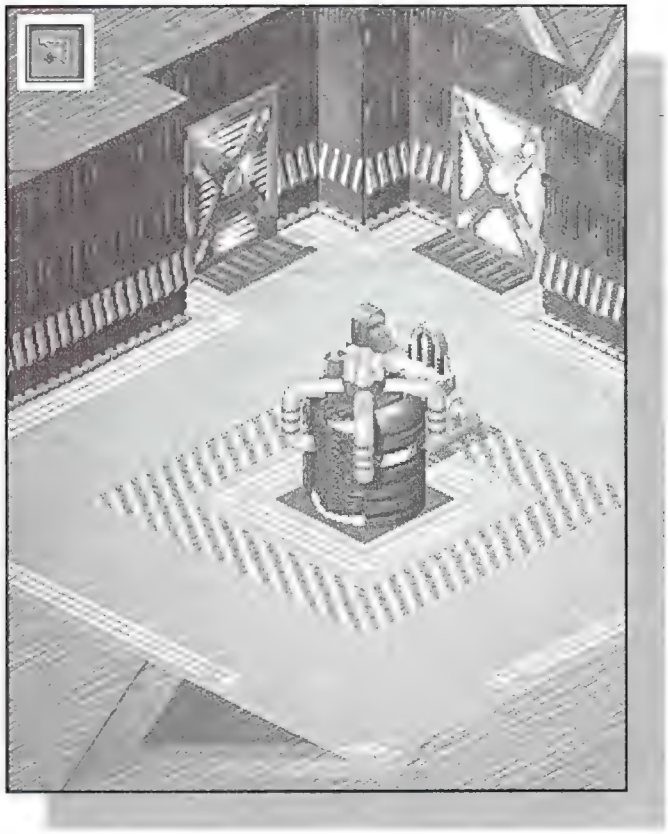
Construction Cost: $7,000
Build Time: 4
Weekly Maintenance: $400
Capacity: 10 Human-Sized Aliens or Alien Corpses

Almost all your bioresearch revolves around examining aliens, alive and dead. For you to perform this research, your agents must bring aliens and alien corpses back from tactical missions. Unfortunately, most alien life forms can't survive unprotected in Earth's atmosphere for an extended period of time. Apparently, even their corpses won't remain intact outside their native environment.

The Alien Containment facility provides environmental conditions suitable for storing and caring for aliens and alien corpses, and is sufficiently shielded to prevent their escape. One such facility comes with your first base at the beginning of the game. Assuming you keep up your bioresearch and keep weeding out unneeded aliens and corpses, you'll probably never need to build a second Alien Containment facility, unless the first gets destroyed.

You may wonder which aliens are considered "human-sized" and how to determine the relative sizes of aliens for purposes other than Alien Containment. You can get a rough idea, by species, by checking the Height statistic in Chapter 6, Table 6-1. For comparison to the alien heights listed therein, human height is 32.

Biochemistry Lab



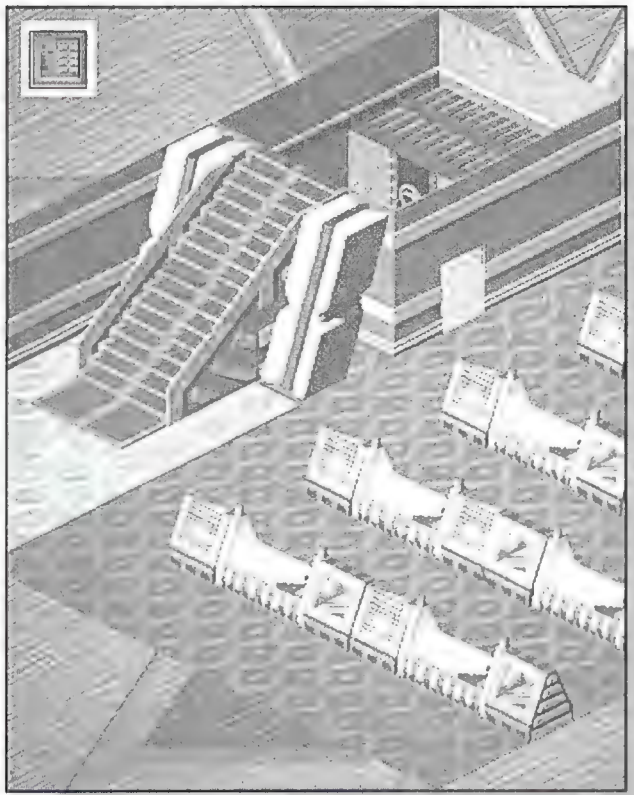
Construction Cost: $10,000
Build Time: 5
Weekly Maintenance: $100
Capacity: 5 Biochemists

At the start of the game, your base comes with a single, standard Biochemistry Lab. This basic facility is where you begin all your biological research. Because of the lab's limited capacity–five scientists working on one research project at a time–it isn't a bad idea to begin constructing a second Biochemistry Lab immediately. As your agents start bringing back alien corpses from tactical battles, you'll soon be up to your ears in bioresearch.

Living Quarters

Construction Cost: $5,000
Build Time: 3
Weekly Maintenance: $300
Capacity: 10 Agents, Scientists, or Engineers (or any combination thereof)

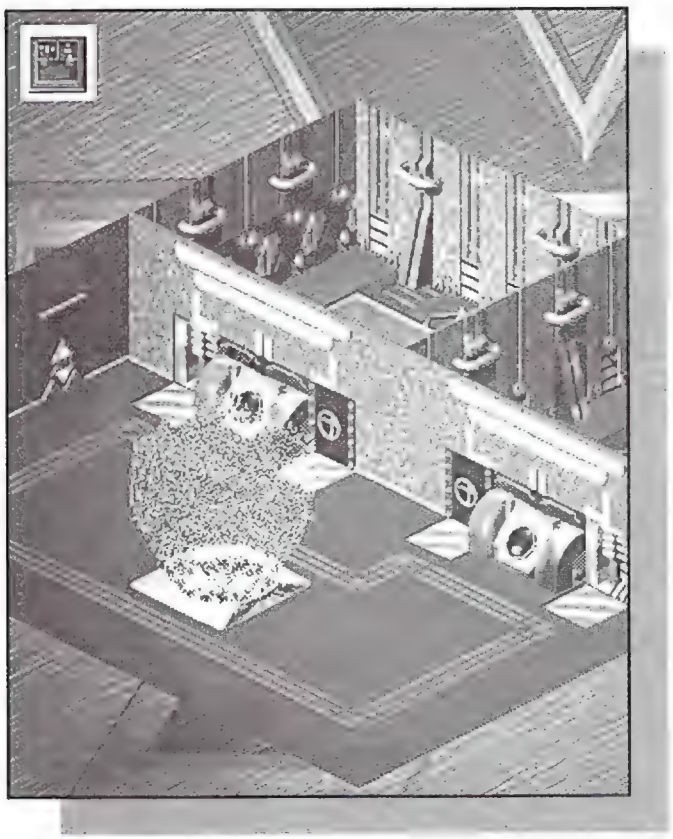
Living Quarters provide living and support facilities for all your base personnel. Each Living Quarters facility can house up to 10 people.



Medical Bay

Construction Cost: $12,000
Build Time: 4
Weekly Maintenance: $800
Capacity: 10 Wounded Agents

Agents wounded in combat are automatically assigned to a Medical Bay for healing when they return to base. Each Medical Bay can treat up to 10 wounded agents simultaneously at maximum efficiency. If you exceed the facility's maximum capacity, agents still heal, but more slowly. (For more on how wounded agents are healed, see Chapter 8.) Your first base comes with a single Medical Bay.



Psi-Gym

Construction Cost: $15,000
Build Time: 6
Weekly Maintenance: $900
Capacity: 10 Agents

Arguably, psionic attacks play a much smaller role in *Apocalypse* than they did in the first two *X-COM* games. Nevertheless, powerful psionic creatures like the Psimorph can wreak havoc on agents who have a low resistance to psionic bombardment.

That's where the Psi-Gym comes in. This facility allows you to increase the psionic talents of agents in training, so they're better able to handle psionic attacks should they encounter them. Each Psi-Gym can train up to 10 agents simultaneously. (For more on psionic training, see Chapter 8.) Your first base comes with one Psi-Gym.

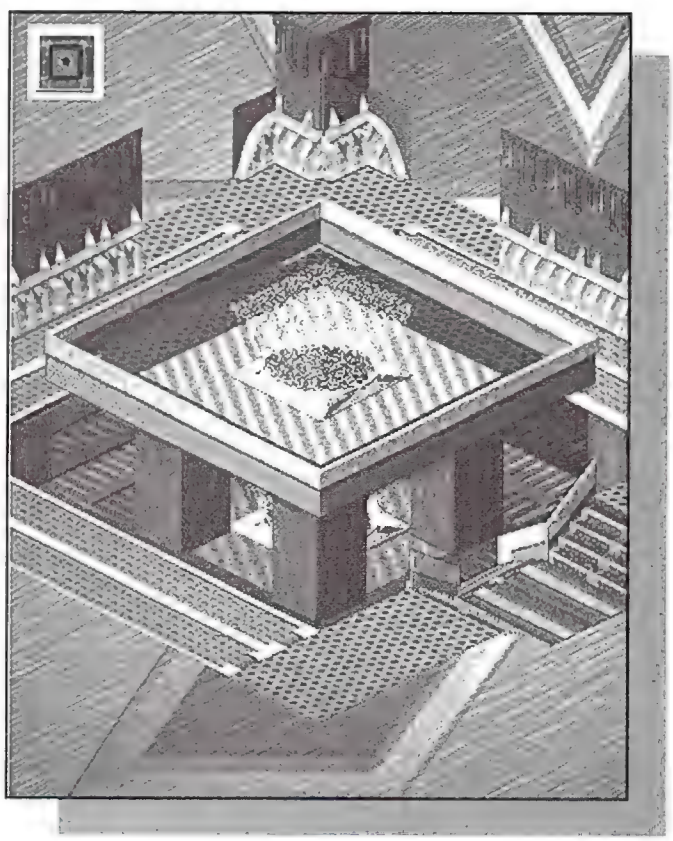
Quantum Physics Lab

Construction Cost: $10,000
Build Time: 5
Weekly Maintenance: $100
Capacity: 5 Quantum Physicists

Like the standard Biochemistry Lab, a single standard Quantum Physics Lab comes with your first base. Although this laboratory shares the limitations of its biochemistry counterpart–one research

project at a time, five scientists maximum–building a second Quantum Physics Lab immediately after starting the game isn't imperative, because topics in this field tend to come more slowly at the beginning. As with Biochemistry Labs, it's wise to build the Quantum Physics Lab's advanced counterpart as soon as you can. It speeds up research, and you'll need it eventually to complete advanced research topics.

Security Station



Construction Cost: $2,000
Build Time: 2
Weekly Maintenance: $200
Capacity: N/A

Security Stations augment base defense should it be infiltrated by enemy units. The standard variety features numerous plasma gun mounts facing out from the center of the facility. When enemies are present, these guns fire bursts down all adjacent corridors.

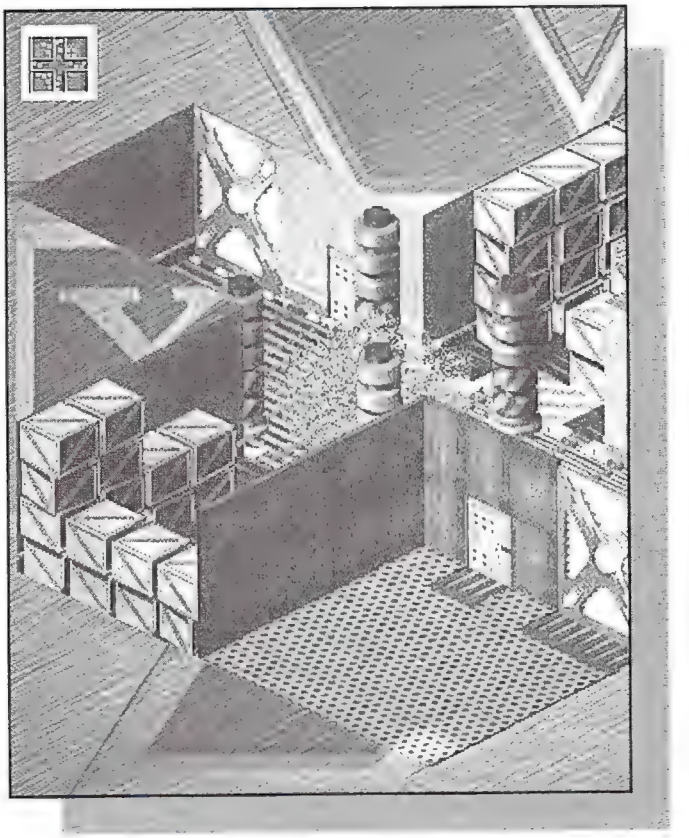
While not terribly accurate, Security Stations can mean the difference between winning and losing a base-defense battle. They can even give you a fighting chance when a base is invaded and no one but the scientists and engineers are there to defend it! (See Chapter 9 for details.)

NOTE

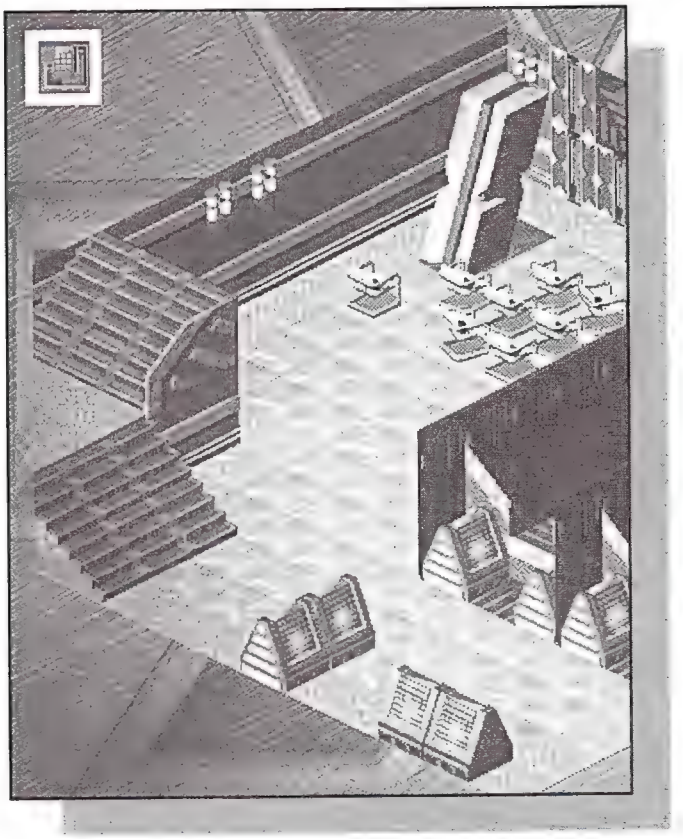
Security Stations and Advanced Security Stations provide the only instances where you need to concern yourself with power consumption. Each base can support only three of these facilities. If you build more than three at a single base, only the first three will function.

Stores

Construction Cost: $1,000
Build Time: 2
Weekly Maintenance: $100
Capacity: 10,000 (measured in equipment Space Boxes as they apply to the Equip Agent Screen; see Chapter 8)



Just what it sounds like, the Stores facility is essentially a warehouse for storing all the weapons, armor, and other equipment your agents use. Although these facilities each have a generous capacity, it can't hurt to build an extra one at the start of the game; you'll eventually need the room to store all the items your agents bring back from tactical missions.



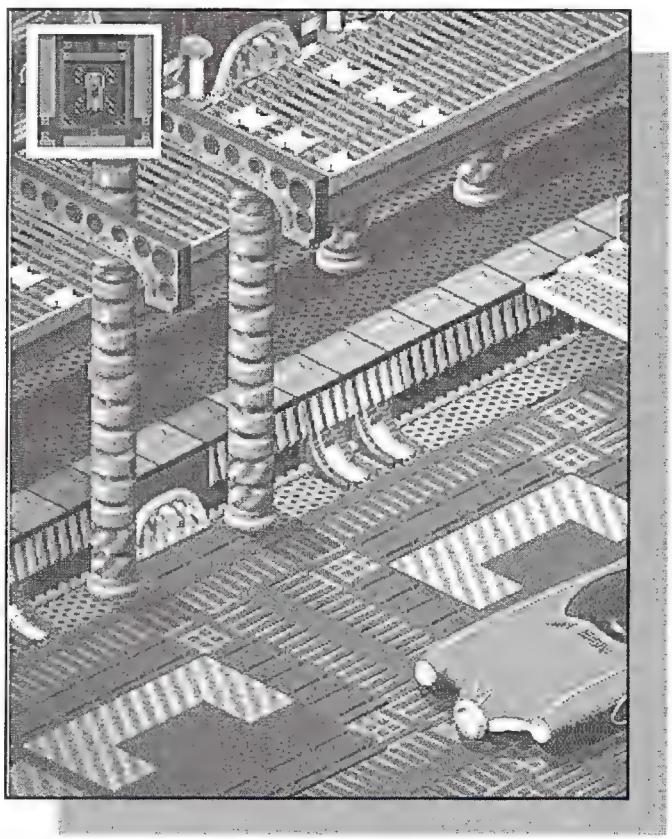
Training Area

Construction Cost: $8,000
Build Time: 5
Weekly Maintenance: $500
Capacity: 10 Agents

In addition to psionic training, X-COM bases provide facilities for general combat training. Each Training Area can train up to 10 agents simultaneously at full efficiency. (Assigning more than 10

agents to a single Training Area reduces the training's effectiveness.) Agents assigned to training can greatly improve their combat abilities over time. (For more about general combat training, see Chapter 8.)

Vehicle Repair Bay



Construction Cost: $9,000
Build Time: 5
Weekly Maintenance: $500
Capacity: 1 Damaged Vehicle

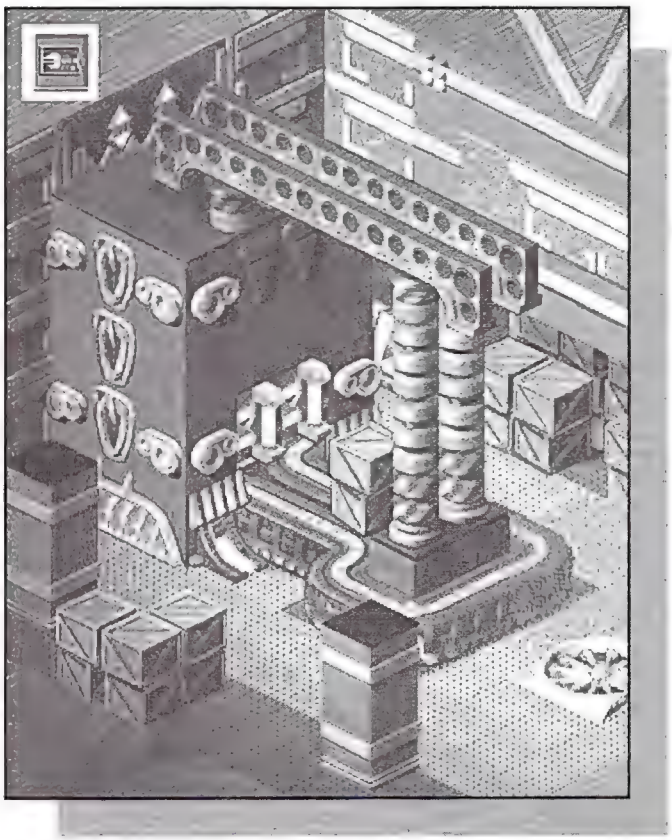
Unlike the first two *X-COM* games, *Apocalypse* doesn't require a hangar for every vehicle you own. In fact, *Apocalypse* doesn't use hangars at all! (There must be some kind of huge, underground parking garage connected to those little holes the vehicles enter when they return to the base. . . .) What *is* required is a facility to repair damaged vehicles; hence, the Vehicle Repair Bay.

Each Vehicle Repair Bay can repair a single damaged vehicle. Damaged vehicles are automatically sent for repair when they return to base. If more than one damaged vehicle is present, all are repaired, but less efficiently: The more damaged vehicles per Repair Bay, the longer it takes to repair each vehicle. Your first base comes with a single Vehicle Repair Bay.

Workshop

Construction Cost: $6,000
Build Time: 6
Weekly Maintenance: $100
Capacity: 5 Engineers

The standard Workshop is the most basic production facility available for X-COM-produced equipment. It suffers limitations similar to the laboratories'– a single



Workshop can produce only one item at a time, and a maximum of five engineers may work on each project.

Your original base comes with a single standard Workshop. Because there's little to build at the start of the game, there's no need to build a second Workshop right away. In fact, you can probably get by with just one standard Workshop until the advent of the Advanced Workshop. Toward the end of the game, you'll need all the production capacity you can muster (and afford).

Base Facility Statistics

Table 2-1 lists the stats of all base facilities.

TABLE 2-1. BASE FACILITY STATISTICS.

Facility	Construction Cost	Build Time	Weekly Maintenance	Capacity
Access Lift	$5,000	0	$200	N/A
Advanced Biochemistry Lab	$20,000	8	$200	10
Advanced Quantum Physics Lab	$25,000	8	$200	10
Advanced Security Station	$8,000	4	$300	N/A
Advanced Workshop	$12,000	9	$200	10
Alien Containment	$7,000	4	$400	10
Biochemistry Lab	$10,000	5	$100	5
Living Quarters	$5,000	3	$300	10
Medical Bay	$12,000	4	$800	10
Psi-Gym	$15,000	6	$900	10
Quantum Physics Lab	$10,000	5	$100	5
Security Station	$2,000	2	$200	N/A
Stores	$1,000	2	$100	10,000
Training Area	$8,000	5	$500	10
Vehicle Repair Bay	$9,000	5	$500	1
Workshop	$6,000	6	$100	5

Placing New Base Modules

Building new base modules is something you must get used to. The good news is that, in a change from previous *X-COM* games' base construction rules, you need not place new modules adjacent to existing base modules. Instead, you can place them just about anywhere in the base, as long as they intersect one or more of the base's corridors. The bad news is that determining what constitutes a legal base facility location can be confusing at first, especially when it comes to placing larger facilities such as advanced labs and Vehicle Repair Bays.

The rules for legal base module placement are simple. Note the grid on the base screen. Each square in the grid is the size of a small base facility. You can place any small base facility in any square a corridor intersects. When placing larger base facilities (four squares each), just remember that all four a module occupies must intersect corridors. This is one reason a base like the one in Figure 2-4 is undesirable. It severely restricts the number of large base facilities you can install.

For more on the corridor networks of X-COM bases, read on.

Choosing Base Locations

As we mentioned earlier, X-COM bases in Mega-Primus are located in the basements of city buildings. To build a base, you must first purchase the building. Because the first base is already located and set up for you, this section refers to the location of ancillary bases you build as the game progresses.

When you decide to build a new base, you simply click the Build Base button. You're then prompted to select a base location. You don't have total freedom in choosing a building to buy; only certain building types are conducive to base construction. All suitable base

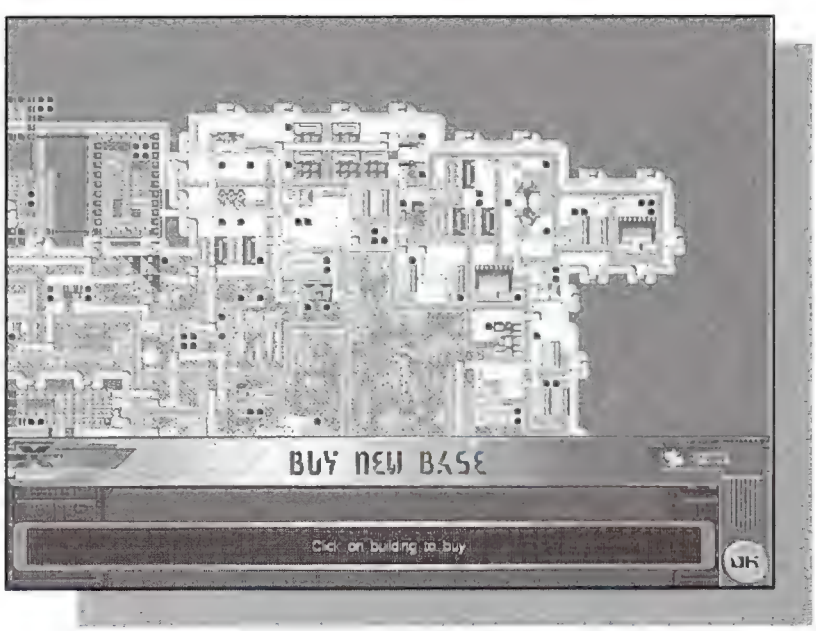


Figure 2-2. Choosing a Location for a New Base.

locations are highlighted (outlined in light-blue, pulsing rectangles) on the map view. (See Figure 2-2.)

Unlike the first two *X-COM* games, the physical positioning of bases isn't integral to detecting UFO activity. No matter how many bases you own, you automatically detect all UFO incursions into the city, regardless of their proximity to your base. Other factors exist, however, that can make one base more suitable than another. Of course, it's still not a bad idea to build your bases in different sections of the city. It helps reduce interception response time if you station intercept craft in all parts of the city.

The Layout of a Potential Base Site

The first important factor in deciding where to put a base is the physical configuration of the potential base site. In *Apocalypse*, the existing corridor networks in buildings housing your base limit possible layouts. Every building has a different corridor layout, some more conducive to base construction than others. Luckily, you can preview a potential base site's corridor layout before you actually purchase a building.

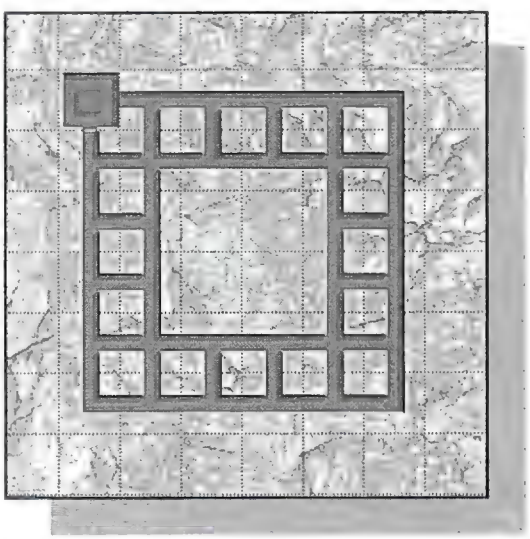


Figure 2-3. A Good Base Site.

The ideal base layout has a large number of corridors, all interconnected and widely spread over most of the basement area. (See Figure 2-3.) This allows you to expand easily because you can install many base facilities, small and large. What you *don't* want is a base site with few corridors, or one where the corridors are widely dispersed and not well connected (see Figure 2-4). Such sites limit the expansion options for bases built there and, in the case of a widely dispersed corridor network, render them difficult to defend.

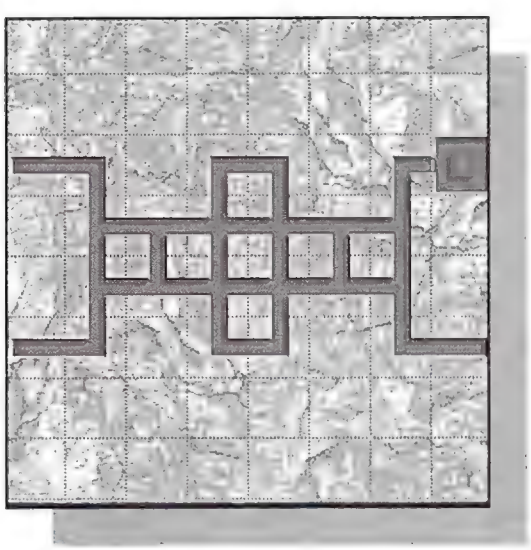


Figure 2-4. A Less-Than-Desirable Base Site.

One final thing to look for is the location of the Access Lift. This is a potential point of entry for hostile forces, so you should try to choose a base site with an Access Lift that's easy

to isolate. The sample base in figure 2-3 is an excellent example of a good Access Lift location. It connects to only two corridors and is way up in a corner, so it's easy to build vital facilities well away from it.

Building Size

You also must consider the size of the exterior building that serves as the base façade. Remember, city buildings can be destroyed in an attack. Often, instead of invading your base, aliens simply send a couple of UFOs to bomb them into rubble. Buildings regenerate over time, but if the building housing your base is completely destroyed, so is the base!

The relation of building size to base value is simple: Large buildings are harder to destroy than small ones. Therefore, bases under large buildings have better chances of surviving alien bombardment than those under small ones.

NOTE

Building size has no bearing on the room available to construct base facilities. Some large buildings have small basements, and some small buildings have large basements.

Initial Cost

Finally, you must consider the cost of establishing the base. The start-up cost of a new base ranges from $20,000 to $112,000, depending on the size of the building: The bigger the building, the more expensive it is.

Cost alone shouldn't be a deciding factor. The potential base site's layout should always be your number-one concern. But many bargains do exist in the base real-estate market. If you want to risk housing your base in a smaller building, the best bargain base site is a small, inexpensive building with a basement layout that allows you to build a large number of facilities.

Strategic Base Design

Once you choose the location for your base and buy the building, you're ready to build base facilities. You could go about this haphazardly (apparently the way your initial

base was laid out), or you can use certain strategies to make your bases more defensible.

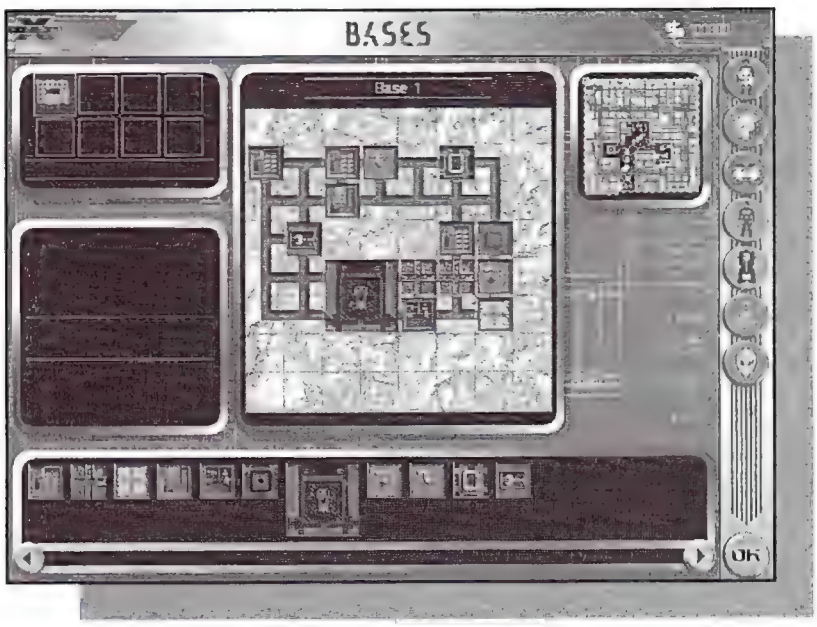


Figure 2-5. An Initial X-COM Base.

Your Initial Base

The layout of the base you start the game with is beyond your control, and changes from game to game depending on the corridor layout of the building it's located in.

Your first base comes with the following facilities:

- *1 Access Lift*
- *3 Living Quarters*
- *2 Stores*
- *1 Quantum Physics Lab*
- *1 Biochemistry Lab*
- *1 Workshop*
- *1 Vehicle Repair Bay*
- *1 Medical Bay*
- *1 Training Area*
- *1 Psi-Gym*

There's little you can do to change this base layout. If you luck out and get a very large base, you can build duplicate facilities in the empty spaces, arranging them strategically, and destroy the original facilities as the new ones come on line. But this is extremely expensive and time-consuming, and we can't recommend it. You're better off living your initial base and building your *other* bases in a logical, strategic manner.

Again, the initial base differs from game to game. Sometimes you get lucky, and the initial base is only moderately bad–poorly arranged, but with plenty of room to expand (see Figure 2-5). Sometimes, though, the initial base is extremely small, with no room to add large facilities like advanced labs. Getting stuck with a base like this puts you at an instant disadvantage, because it forces you to build a second base just so you can complete all your research and manufacture advanced items.

A simple way to avoid this is to check the layout of your first base as soon as you start the game. If the layout is poor, quit the game, restart, and check the base layout again. Do this until you get a base you like.

Sure, this could kind of be construed as cheating, but you should take advantage of anything that can stack the odds slightly more in your favor at the beginning.

Building a Better Base

So just what *is* a strategic base design? Glad you asked. When designing a base, keep in mind that someday the enemy may infiltrate it. X-COM bases are supposedly well-hidden and covert, but somebody–whether aliens or ticked-off corporate goons–always finds at least one. (It probably wouldn't be too hard for an observant person to see where all the Annihilators go when they come back through the Dimension Gates. . . .) Anyway, when someone finds your base, chances are they'll invade. (See Chapter 9 for information and tactics for defending your base against incursion by hostile forces.)

Although base layout can't prevent such an invasion, a logical, strategic layout *can* make the base much easier to defend. The following steps can help you design a strategically sound base.

- Choose a base location with an Access Lift which joins onto a corridor. *Although scientists do get deployed in labs and workshops, they may also be deployed elsewhere in the base when a mission is triggered. However, no X-COM units are deployed in corridors, so if an access lift only joins onto corridors, it is much more likely that your scientists won't get attacked immediately.*
- Put the Vehicle Repair Bays adjacent to the Access Lift. *The other entry point into a base is through the Vehicle Repair Bays. By placing them near the Access Lift, you can always be sure of the general location of invaders at the start of the base defense mission.*

- Keep the other base facilities away from the Access Lift. *If possible, make sure no base facility touches either the Access Lift or the Vehicle Repair Bays. This forces invaders to make themselves vulnerable by traversing narrow corridors to reach the main part of the base.*
- Keep labs and workshops farthest from potential entry points. *In the first two X-COM games, all your scientists and engineers conveniently disappeared while your soldiers defended the base. Not so in* Apocalypse. *Here, all your scientists and engineers stand around in the open, vulnerable to attack (and unable to fight back). Isolating labs and workshops helps keep invaders from reaching your support staff.*
- Build Security Stations. *You can have up to three of these per base, and you definitely should install them. If you build your base strategically, you shouldn't* need *more than three to defend most, if not all, potential points of entry. Although automated gun emplacements can't replace a well-armed team of defending agents, they can slow an invading force long enough for you to position your troops.*

Figure 2-6 shows a sample floor plan for a strategically designed base. Note how all the corridors to the main part of the base are at least partly covered by the Security Stations' fields of fire.

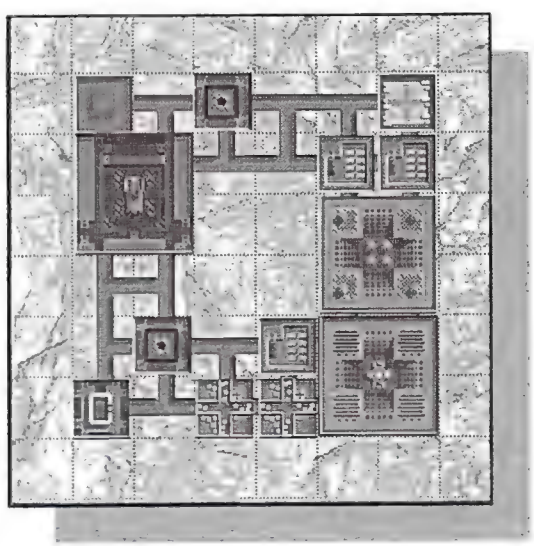


Figure 2-6. This base *should* be easy to defend.

Chapter Three

Armed and Ready: A Guide to the X-COM Arsenal

X-COM commanders and agents have always had a vast array of vehicles, weapons, and equipment at their disposal, and nowhere is this more true than in *Apocalypse*. In fact, this game presents you with so many hardware choices you might be a bit overwhelmed when it comes to deciding how best to prepare for the alien onslaught.

Not to worry. This chapter will make building your tactical weapons arsenal a little easier by helping you weed out less useful items and pointing you toward equipment that makes the most of your meager budget.

Agent Weapons

Even though UFO interceptions play a larger role in *Apocalypse* than they did in the previous *X-COM* games, the game action remains focused on the combat missions your agents perform in the field. When you send your troops into a tactical situation, they need to pack the best weapons to deal most effectively with the alien menace.

X-COM agents have a wide array of weaponry at their disposal, ranging from pistols and rifles to grenades and missile launchers. The following sections provide vital statistics and descriptions for all the weapons in the X-COM arsenal.

Ranged Weapons

Ranged weapons include pistols, rifles, and missile launchers. (We include the Power Sword here. It's not really a ranged weapon, but it behaves like one.) We list the following statistics for each:

- *Manufacturer: The name of the corporation that manufactures the weapon. This is significant because, if the corporation that manufactures the weapon becomes unhappy with X-COM's performance, it may become difficult, if not* impossible, *to obtain the weapon.*
- *Cost: The weapon's base price. (Weapon and equipment costs fluctuate throughout the game due to supply and demand. See Chapter 4 for details.)*
- *Skill Hours: The number of engineer skill hours required to build the weapon (where applicable).*
- *Weight: The weapon's weight in weight units. (We explain weight units in Chapter 8.)*
- *Size: The weapon's size and configuration in space squares. (That is, the number of squares the weapon occupies on the Equip Agent Screen.)*
- *Ammo Type/Cost: The ammunition the weapon uses and the base price thereof.*
- *Rounds: The number of shots the weapon can fire before being reloaded.*
- *Power: The amount and type of damage the weapon inflicts. Damage types are AP (Armor Piercing), HE (High Explosive), I (Incendiary), LAS (Laser Beam), PLAS (Plasma Beam), AG (Alien Gas), STUN (Stun Damage), ToxA [B, C] (Biological Warfare Toxins A, B, or C), DISR (Disruptor Beam), and SMK (Smoke).*
- *Fire Rate: The weapon's speed in rounds per second.*
- *Range: The weapon's range in meters. (Each square on the tactical map equals 1.5 meters.)*
- *Accuracy: The weapon's base accuracy.*

One significant statistic not listed here is the number of Time Units (TUs) required to fire each weapon in turn-based combat. The reason is that, unlike the first two *X-COM* games, the number of TUs varies depending on each agent's individual statistics. Chapter 8 covers TU cost for weapon and equipment use, along with all other TU costs.

Devastator Cannon

Manufacturer: X-COM
Cost: $4,500
Skill Hours: 24,000
Weight: 8
Size: 2 x 4
Ammo Type/Cost: N/A
Rounds: 34 (recharges automatically)
Power: 70 (DISR)
Fire Rate: 0.82 r/s
Range: 62
Accuracy: 75%

The Devastator Cannon is the game's most powerful hand-held disruptor weapon. It's fairly heavy and bulky, and its rate of fire is slow, but its power and accuracy in the hands of a competent agent make it worthwhile. Add to this the weapon's unlimited ammunition and the fact that it's readily available for free later in the game (it's often the weapon of choice for Anthropods and Skeletoids) and the Devastator Cannon comes up a winner.

Dimension Missile Launcher

Manufacturer: X-COM
Cost: $3,100
Skill Hours: 18,000
Weight: 12
Size: 3 x 5
Ammo Type/Cost: Dimension Missile/$1,300
Rounds: 1
Power: 110 (HE)

Fire Rate: 0.37 r/s
Range: 87
Accuracy: 85

The Dimension Missile Launcher is a powerful weapon. It lobs an explosive shell more powerful than the Marsec Heavy Launcher's over great distances with incredible accuracy. The problem with this weapon is that it's unwieldy, and its ammunition is both heavy and bulky. Although a useful weapon to have along on the final 10 missions, where you must blow up lots of targets, it's impractical in most situations. The upside is that you should be able to pick up both the Launcher and its ammunition for free at tactical sites in the game's mid-to-late stages.

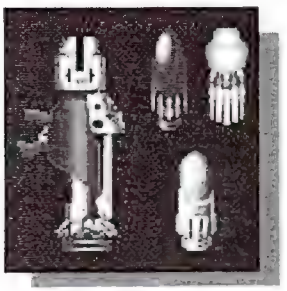
Disruptor Gun

Manufacturer: X-COM
Cost: $2,100
Skill Hours: 16,000
Weight: 5
Size: 2 x 3
Ammo Type/Cost: N/A
Rounds: 28 (recharges automatically)
Power: 42 (DISR)
Fire Rate: 1.12 r/s
Range: 25
Accuracy: 30

The Disruptor Gun is one of the earliest alien weapons you'll encounter. Under most circumstances, you can find them in abundance, free for the taking, at combat sites until the aliens start using the more powerful Devastator Cannon.

This isn't a bad weapon. It has several advantages, including reasonable firing speed and the fact that you can fire it with one hand without incurring accuracy penalties. Its accuracy leaves something to be desired, but its power is much better than any other direct-fire weapon available at the same time. The Disruptor Gun makes a good transitional weapon while you wait for the more powerful stuff to become available; just make sure you give it to agents with high weapons accuracy ratings.

Marsec Heavy Launcher

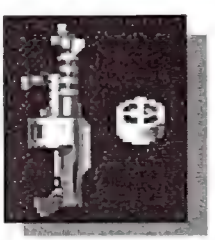


Manufacturer: Marsec
Cost: $800
Skill Hours: N/A
Weight: 9
Size: 3 x 5
Ammo Type/Cost: Heavy Launcher AG Missile/$700; Heavy Launcher HE Missile/$40; Heavy Launcher Incendiary Missile/$40
Rounds: 1
Power: 90 (AG) or 90 (HE) or 90 (I)
Fire Rate: 0.45 r/s
Range: 75
Accuracy: 10%

Normally, one might give a high-dispersal weapon like the Heavy Launcher to an agent with low accuracy so that, when the agent fires, he has an outside chance of doing some damage to his target. This is *not* a good tactic with a weapon as grossly inaccurate as this. If you practice this philosophy, your assault team is likely to be buried under the rubble when the building collapses around it (if it doesn't get fragged by a stray missile).

The Heavy Launcher is not only inaccurate, but it's also extremely bulky, as is its ammunition. Given more easily manageable explosive round delivery systems like the Auto Cannon, available early in the game, there's little cause to bother with this weapon.

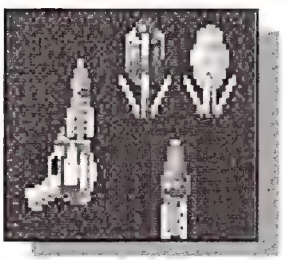
Marsec M4000 Machine Gun



Manufacturer: Marsec
Cost: $800
Skill Hours: N/A
Weight: 7
Size: 2 x 4
Ammo Type/Cost: M4000 Clip/$20
Rounds: 36
Power: 21 (AP)
Fire Rate: 2.00 r/s
Range: 43
Accuracy: 45%

The M4000 is by far the nonexplosive weapon of choice early in the game. While its accuracy is far lower than that of the Megapol Laser Sniper Gun, the machine gun's fast rate of fire gives it a definite edge. Also, despite what the statistics say, this weapon seems to be much more effective than any other weapon available early in the game. As long as you give this weapon to agents with a reasonable accuracy rating, it will serve you well until something better, such as a disruptor-based weapon, comes along.

Marsec MiniLauncher

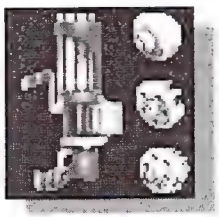


Manufacturer: Marsec
Cost: $900
Skill Hours: N/A
Weight: 5
Size: 2¥3
Ammo Type/Cost: MiniLauncher AG Missile/$900; MiniLauncher HE Missile/$35; MiniLauncher I Clip/$35
Rounds: 5
Power: 40 (AG) or 40 (HE) or 40 (I)
Fire Rate: 0.55 r/s
Range: 37
Accuracy: 30%

The Marsec MiniLauncher has many advantages over its larger counterpart, the Heavy Launcher–higher accuracy, less bulk, and five-round clips. It's also one of the two weapons (the Heavy Launcher is the other one) that can deliver Alien Gas rounds at range. The major difference, of course, is that this weapon has far less destructive power than the Heavy Launcher.

While a much better weapon than the Heavy Launcher, the MiniLauncher is not quite as useful in the long run as the Megapol Auto Cannon. Although the Auto Cannon is twice as heavy and requires two hands to shoot accurately, it's 25 percent more accurate than the MiniLauncher and has nearly five times as many rounds per clip. Because both weapons have nearly the same destructive power, you can pretty much ignore the MiniLauncher unless you need to fire Alien Gas rounds.

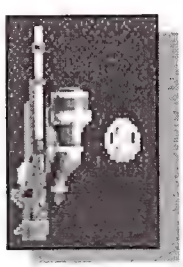
Megapol Auto Cannon



Manufacturer: Megapol
Cost: $1,200
Skill Hours: N/A
Weight: 10
Size: 2 x 4
Ammo Type/Cost: Auto Cannon AP Clip/$30; Auto Cannon Incendiary Clip/$30; Auto Cannon Explosive Clip/$40
Rounds: 24
Power: 40 (AP) or 37 (I) or 33 (HE)
Fire Rate: 1.05
Range: 56
Accuracy: 40%

A carryover from the early days of X-COM, the Auto Cannon is the weapon of choice for large-scale destruction and mayhem. Its large-capacity ammunition clips, reasonable accuracy, and moderate rate of fire make it an ideal high-yield weapon throughout most of the game. The only drawback is that the agent carrying this weapon must be reasonably strong. Otherwise, the weight of the Auto Cannon greatly reduces the agent's speed.

Megapol Laser Sniper Gun



Manufacturer: Megapol
Cost: $900
Skill Hours: N/A
Weight: 6
Size: 2 x 5
Ammo Type/Cost: Laser Pod/$40
Rounds: 30
Power: 26 (LAS)
Fire Rate: 0.85 r/s
Range: 75
Accuracy: 95%

This weapon has its uses when at long range. If set to aimed fire, and used by an agent with good accuracy, this weapon can be much more effective than other beam and projectile weapons.

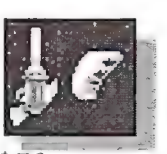
Megapol Lawpistol

Manufacturer: Megapol
Cost: $300
Skill Hours: N/A
Weight: 3
Size: 1 x 2
Ammo Type/Cost: Lawpistol Clip/$10
Rounds: 16
Power: 24 (AP)
Fire Rate: 2.00 r/s
Range: 43
Accuracy: 45%

This is another weapon whose performance in the game doesn't seem to match its statistics. Although the Lawpistol is unquestionably faster than other early weapons, its accuracy and power don't live up to standards. Because it's light and small, and can be fired one-handed, the Lawpistol makes a decent backup weapon for agents carrying specialized equipment like Mind Benders and Motion Scanners. In most cases, however, you can sell off your Lawpistol stock and equip your agents with something better.

Megapol Plasma Gun

Manufacturer: Megapol
Cost: $1,600
Skill Hours: N/A
Weight: 5
Size: 1x2
Ammo Type/Cost: Plasma Pod/$50



Rounds: 42
Power: 35 (PLAS)
Fire Rate: 1.20 r/s
Range: 56
Accuracy: 55%

If you're a fan of small weapons, the Plasma Gun is a good replacement for the Lawpistol. Based on the same plasma technology the aliens used in *UFO Defense*, the Plasma Gun beats the Lawpistol in every area–accuracy, ammo capacity, range, and power. It's a little heavier and a *lot* more expensive than the Lawpistol, but if you feel your agents require some sort of small backup weapon, this is the better choice of the two. Try having an agent with two Plasma Guns. It doesn't affect accuracy, but you get twice the fire rate!

Megapol Stun Grapple

Manufacturer: Megapol
Cost: $400
Skill Hours: N/A
Weight: 6
Size: 2 x 3
Ammo Type/Cost: N/A
Rounds: 5 (recharges automatically)
Power: 90 (STUN)
Fire Rate: 0.82 r/s
Range: 6
Accuracy: 75%

The Stun Grapple is vital for stunning and capturing Aliens that move quickly through Stun Gas (Hyperworms, Poppers, and Skeletoids).

Power Sword

Manufacturer: Marsec
Cost: $400
Skill Hours: N/A
Weight: 4
Size: 1 x 4
Ammo Type/Cost: N/A
Rounds: 15 (recharges automatically)
Power: 75 (PLAS)
Fire Rate: 1.02 r/s
Range: 2.5
Accuracy: 95%

In *Terror from the Deep*, there were several close-range sword weapons that were extremely useful–even *vital*–to combat success against certain alien types. Don't let that fool you into thinking that *Apocalypse*'s Power Sword enjoys a similar status. Yes, this is a powerful and extremely accurate plasma-based weapon. The problem is that plasma-based weapons are no more advantageous than any other weapons against the aliens in this game. So why on earth would you want to have your agents walk within two map squares of an alien to use this weapon? The answer is, you wouldn't. The Power Sword is a weapon you're better off without.

Toxigun

Cost: $2,780
Skill Hours: 3,000
Weight: 5
Size: 1 x 2
Ammo Type/Cost: Toxin A Clip/$500; Toxin B Clip/$700; Toxin C Clip/$900
Rounds: 16
Power: 50 (ToxA); 65 (ToxB); 85 (ToxC)
Fire Rate: 4.5 r/s
Range: 50
Accuracy: 40%

Strangely enough, it turns out that the most desirable weapon in the game is a pistol! Sure, the Toxigun lacks accuracy; but in the hands of an agent with a relatively high

accuracy rating of his own, a Toxigun loaded with Toxin C is just the ticket for killing just about any alien in three shots or less. A bonus is that shields don't stop Toxigun rounds, and humans take no damage from them. You're foolish if you go into the Alien Dimension missions without arming at least three-quarters of your team with this weapon.

The Toxigun's only drawback is that it has no destructive capabilities. That means that, if you need to blow up or blast something, you must equip your agents with grenades and mines, or send along a number of other agents armed with conventional weaponry.

Ranged Weapon Statistics

TABLE 3-1. STATISTICS FOR RANGED WEAPONS

1	2	3	4	5	6	7	8	9	10	11	12
Devastator Cannon	X-COM	$4,500	24,000	8	2 x 4	N/A	34 (recharges)	70(DISR)	0.82	62	75%
Dimension Missile Launcher	X-COM	$3,100	18,000	12	3 x 5	Dimension Missile/$1,300	1	110(HE)	0.37	87	85%
Disruptor Gun	X-COM	$2,100	16,000	5	2 x 3	N/A	28 (recharges)	42(DISR)	1.12	25	30%
Marsec Heavy Launcher	Marsec	$800	N/A	9	3 x 5	Heavy Launcher	1	90(AG/HE/or I) AG/HE/I Missile ($700/$40/$40)	0.45	75	10%
Marsec M4000 Machine Gun	Marsec	$800	N/A	7	2 x 4	M4000 Clip/$20	36	21(AP)	2.00	43	45%
Marsec MiniLauncher	Marsec	$900	N/A	5	2x3	MiniLauncher AG/HE/I Missile ($900/$35/$35)	5	40(AG/HE/or I)	0.55	37	30
Megapol Auto Cannon	Megapol	$1,200	N/A	10	2 x 4	Auto Cannon) AP/HE/I Clip ($30/$40/$30	24	40(AP), 33 (HE), 37 (I)	1.05	56	40%
Megapol Laser Sniper Gun	Megapol	$900	N/A	6	2 x 5	Laser Pod/$40	30	26 (LAS)	0.85	75	95%
Megapol Lawpistol	Megapol	$300	N/A	3	1 x 2	Lawpistol Clip/$10	16	24(AP)	2.00	43	45%
Megapol Plasma Gun	Megapol	$1,600	N/A	5	1 x 2	Plasma Pod/$50	42	35(AP)	1.20	56	55%
Megapol Stun Grapple	Megapol	$400	N/A	6	2 x 3	N/A	5 (recharges)	90(STUN)	0.81	6	75%
Power Sword	Marsec	$400	N/A	4	1 x 4	N/A	15 (recharges)	75(PLAS)	1.02	2.5	95%
Toxigun	X-COM	$2,780	3,000	5	1 x 2	Toxin A/B/C Clip ($500/$700/$900)	16	50(ToxA); 65(ToxB); 85(ToxC)	4.50	50	40%

KEY

1 Weapon
2 Manufacturer
3 Cost
4 Skill Hours
5 Weight
6 Size
7 Ammo Type/Cost
8 Rounds
9 Power
10 Fire Rate (r/s)
11 Range (meters)
12 Accuracy

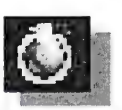
Thrown Weapons

The other weapons type available to you is the thrown weapons type. Thrown weapons–grenades for the most part–produce effects ranging from explosions to clouds of deadly gas. We list the following statistics for each weapon:

- *Manufacturer: The corporation that builds the weapon.*
- *Cost: The weapon's initial price. (Weapon and equipment costs fluctuate due to supply and demand. See Chapter 4 for details.)*
- *Skill Hours: The number of engineer skill hours required to build the weapon (where applicable).*
- *Weight: The weapon's weight in weight units. (We explain weight units in Chapter 8.)*
- *Size: The weapon's size and configuration in space squares (the number of squares the weapon occupies on the Equip Agent Screen).*
- *Power: The amount and type of damage the weapon produces. (See the foregoing damage-type definitions.)*

Again, we don't list the number of TUs required to use a grenade or other thrown weapon here, because we cover this in Chapter 8.

Alien Gas Grenade



Manufacturer: X-COM
Cost: $600
Skill Hours: 1,000
Weight: 2
Size: 1 x 1
Power: 80 (AG)

Alien Gas is the ultimate weapon to use against every alien species in the game. Unfortunately, its technology is so difficult to obtain it's unlikely you'll ever get a chance to use it. (You can only research Alien Gas if you manage to capture the alien Queenspawn alive, a near-impossible task you can only perform in the third-to-last Alien Dimension mission.)

At any rate, the Alien Gas Grenade is one of three ways you can deliver this deadly toxin to the aliens. (The other two are the MiniLauncher and Heavy Launcher AG missiles.)

Boomeroid

Manufacturer: X-COM
Cost: $840
Skill Hours: 9,000
Weight: 3
Size: 2 x 2
Power: 70 (HE)

Boomeroids are interesting thrown weapons of alien origin. Before throwing them, you must arm them for both detonation time and proximity. Once thrown, they bounce around the battlefield, following an enemy target until the fuse's time and proximity conditions are met. Then–*boom!*

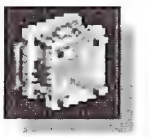
Although undeniably fun to watch, Boomeroids have limited tactical value. Stick to the more conventional explosives, instead.

Incendiary Grenade

Manufacturer: Diablo
Cost: $60
Skill Hours: N/A
Weight: 1
Size: 1 x 1
Power: 80 (I)

This weapon is just what it sounds like–a grenade that starts fires. Although useful when dealing with alien species particularly sensitive to flame damage, you'll find that Auto Cannon incendiary rounds accomplish the same goal at longer range.

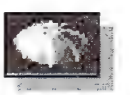
Marsec High Explosive



Manufacturer: Marsec
Cost: $800
Skill Hours: N/A
Weight: 14
Size: 2 x 2
Power: 120 (HE)

The Marsec High Explosive ostensibly is made for heavy demolition work. As such, it's very heavy and extremely bulky. Its unwieldy nature makes this explosive device impossible to throw–to use it safely, you must set the fuse for a long delay and get away as fast as possible. Although of limited use early in the game, and overshadowed by the more powerful and versatile Vortex Mine later in the game, the Marsec High Explosive will do in a pinch when your mission requires you to blow up large objects.

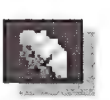
Marsec Proximity Mine



Manufacturer: Marsec
Cost: $300
Skill Hours: N/A
Weight: 3
Size: 2 x 1
Power: 75 (HE)

Proximity Mines are most useful in real-time combat, where it's readily apparent in which direction your enemies are moving. In turn-based combat, they more often than not become hazards for your own agents who may stumble across an undetonated mine that you forgot about. At any rate, even at best, the Proximity Mine is not a terribly useful weapon.

Megapol AP Grenade



Manufacturer: Megapol
Cost: $70
Skill Hours: N/A

Weight: 2
Size: 1 x 1
Power: 56 (HE)

The Megapol AP Grenade–AP for "antipersonnel," not "armor piercing"–is the standard thrown explosive in the X-COM arsenal. Though somewhat useful against weaker aliens in the early stages of the game, this weapon's importance dwindles rapidly as your enemies become more powerful. Once you discover the powerful Vortex Mine, the Megapol AP Grenade becomes all but obsolete.

Megapol Smoke Grenade

Manufacturer: Megapol
Cost: $30
Skill Hours: N/A
Weight: 2
Size: 1 x 1
Power: 90 (SMK)

Smoke Grenades aren't offensive weapons. All they do is generate a cloud of smoke which, as it turns out, is harmful to humans and human hybrids but not to any species of alien. The function of this device is to reduce battlefield visibility to give your agents cover from attacking enemies. Of course, the smoke screen reduces your agents' visibility, as well. Smoke Grenades are of limited use. Use your agents' carrying capacity for more practical equipment.

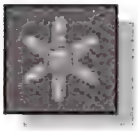
Megapol Stun Grenade

Manufacturer: Megapol
Cost: $50
Skill Hours: N/A
Weight: 2
Size: 1 x 1
Power: 80 (STUN)

As it turns out, this nonlethal weapon is one of the most useful in the game's early stages. Both Spitters and Anthropods, two of the earliest alien species you encounter,

seem highly susceptible to a good cloud of stun gas. There's no easier way to clear a room full of weaker enemies than to toss in a couple of these babies–and, as a bonus, you get to take home a bunch of live aliens for research! Always stock as many Stun Grenades as you can afford.

Vortex Mine



Manufacturer: X-COM
Cost: $1,130
Skill Hours: 16,000
Weight: 4
Size: 2 x 2
Power: 150 (HE)

The Vortex Mine is by far the most useful and versatile of all the game's thrown explosive devices. It has more explosive power than the Marsec High Explosive, but you can throw it almost as far as you can a standard grenade. Besides, if you're careful not to blow them up accidentally, you can get lots of them free on the battlefield (they're popular alien weapons, especially for Skeletoids). Vortex Mines, and lots of them, are an absolute necessity when it comes to completing the 10 Alien Dimension tactical missions.

Thrown Weapon Statistics

TABLE 3-2. STATISTICS FOR THROWN WEAPONS

Weapon	Manufacturer	Cost	Skill Hours	Weight	Size	Power
Alien Gas Grenade	X-COM	$600	1,000	2	1 x 1	80 (AG)
Boomeroid	X-COM	$840	9,000	3	2 x 2	70 (HE)
Incendiary Grenade	Diablo	$60	N/A	1	1 x 1	80 (I)
Marsec High-Explosive	Marsec	$800	N/A	14	2 x 2	120 (HE)
Marsec Proximity Mine	Marsec	$300	N/A	3	2 x 1	75 (HE)
Megapol AP Grenade	Megapol	$70	N/A	2	1 x 1	56 (HE)
Megapol Smoke Grenade	Megapol	$30	N/A	2	1 x 1	90 (SMK)
Megapol Stun Grenade	Megapol	$50	N/A	2	1 x 1	80 (STUN)
Vortex Mine	X-COM	$1,130	16,000	4	2 x 2	150 (HE)

Armor

Even if you equip your agents with the best available weapons, they're no match for the enemy unless they're protected from incoming fire. *Apocalypse* offers three types of armor protection for X-COM agents–one available at the start of the game (a nice surprise for *X-COM* veterans).

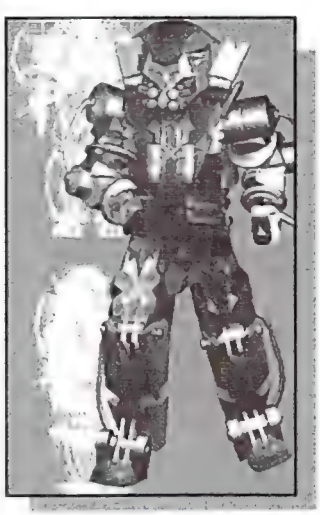
We list the following statistics for each armor type:

- *Manufacturer: The company that manufactures the armor.*
- *Cost: The initial cost of each armor component. (Prices fluctuate based on supply and demand.) Because each armor component is priced differently, we list the prices in this format: head/body/(each) arm/legs.*
- *Skill Hours: The number of engineer Skill Hours required to produce each armor component (where applicable).*
- *Weight: The armor's weight in weight units, listed in this format–/body/(each) arm/legs. (We explain weight units in Chapter 8's "Movement" section.)*
- *Protection: The amount of armor protection each armor component provides, listed in this format–/body/each arm/legs.*

NOTE

***X-COM* veterans should note that armor now breaks down into the components head, body, arms, and legs. For full armor protection, an agent must wear one of each component. (For a complete explanation of how armor functions in *Apocalypse*, see Chapter 8.)**

Marsec Armor



Manufacturer: Marsec
Cost: $700/$1,200/$600/$600
Skill Hours: N/A
Weight: 4/12/5/6
Protection: 38/35/32/36

Marsec Armor isn't available at the start of the game, but usually becomes available shortly thereafter. Despite the fact that Megapol Armor is more damage resistant, there are two

really good reasons to switch over to the Marsec stuff: It's much lighter (so your agents can move faster), and wearing the Marsec Body Unit allows your agents to fly (a definite mobility advantage). When you can afford it, start switching your agents to Marsec Armor.

Megapol Armor

Manufacturer: Megapol
Cost: $400/$400/$300/$400
Skill Hours: N/A
Weight: 9/14/10/12
Protection: 44/45/38/42

Veterans of the first two *X-COM* games will be delighted to see that Earth science actually remembered the ancient art of armor-making this time around. At the start of the game, all your agents come equipped with a full suit of Megapol Armor. This tends to make the first set of agents last a lot longer than they did in previous *X-COM* games.

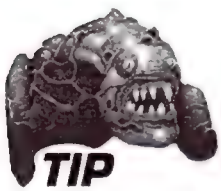
The drawback of this armor type is its weight. Agents with low strength stats experience a major drop in speed and mobility just by wearing their armor–and that's without carrying any weapons! You can certainly survive in Megapol Armor, but you're much better off replacing it with something lighter ASAP. (Of course, it never hurts to keep the Megapol stuff in storage for emergencies. . . .

X-COM Disruptor Armor

Manufacturer: X-COM
Cost: $3,480/$3,480/$2,830/$2,830
Skill Hours: 3,800/3,800/3,400/3,400
Weight: 1/2/1/2
Protection: 75/75/65/65

Super-light and super-protective, X-COM Disruptor Armor would be the hands-down winner in the choice for armor types if not for one thing: It doesn't confer the ability to fly

(well, that and its high cost). Why the X-COM engineers forewent this capability is a mystery. Nevertheless, for pure protection and lack of bulk, there's no beating a full suit of this armor.



You're not limited to equipping each agent with a single type of armor. As much of a pain as it is to have to buy or build armor a piece at a time, it does allow you to mix and match armor pieces when you need to. Not only does this allow you to slap together temporary suits of armor from your spare pieces when supplies or cash run low, it also allows you to equip your agents with the best overall suit of armor available–a Marsec Body Unit with X-COM arms, legs, and helmet. This not only gives your agents great protection with a minimal weight penalty, it also allows them to fly.

Armor Statistics

TABLE 3-3. ARMOR STATISTICS

Armor Type	Manufacturer	Cost (Head/Body/Each Arm/Legs)	Skill Hours (Head/Body/Each Arm/Legs)	Weight (Head/Body/Each Arm/Legs)	Protection (Head/Body/Each Arm/Legs)
Marsec Armor	Marsec	$700/$1,200/$600/$600	N/A	4/12/5/6	38/35/32/36
Megapol Armor	Megapol	$400/$400/$300/$400	N/A	9/14/10/12	44/45/38/42
X-COM Disruptor Armor	X-COM	$3,480/$3,480/ $2,830/$2,830	3,800/3,800/ 3,400/3,400	1/2/1/2	75/75/65/65

Miscellaneous Equipment

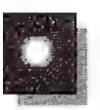
The last few items available to use in tactical missions is a varied lot, with equipment ranging from personal shielding devices to motion tracking devices. We list the following statistics for each item:

- *Manufacturer: The company that manufactures the item.*
- *Cost: The item's base cost. (Prices fluctuate due to supply and demand.)*
- *Skill Hours: The number of engineer Skill Hours required to build the item (where applicable).*

- *Weight: The item's weight in weight units. (We explain weight units in Chapter 8's "Movement" section.)*
- *Size: The item's size and configuration in space squares (the number of squares the item occupies on the Equip Agent Screen).*

NOTE **You'll find the number of TUs required to use each item in turn-based combat in Chapter 8.**

Elerium Pod



Manufacturer: Solmine
Cost: $3,000
Skill Hours: N/A
Weight: 6
Size: 1 x 1

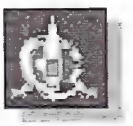
This mineral is the one and only mythical power source of almost all things alien, and the fuel for all the advanced, interdimensional craft in *Apocalypse*. Apparently, this once-rare mineral is now so abundant you occasionally stumble on a chunk of it just lying around a combat site.

Medi-kit

Manufacturer: Nanotech
Cost: $250
Skill Hours: N/A
Weight: 3
Size: 2 x 2

If keeping your agents alive is one of your goals during every combat mission (and it should be), the Medi-kit is indispensable. Ideally, every agent would carry one into combat, but make sure there's at least one Medi-kit per squad. Without this device, any agent who receives a critical wound is likely to die. (For more on healing wounds, see Chapter 8.)

Mind Bender



Manufacturer: Marsec
Cost: $1,200
Skill Hours: N/A
Weight: 3
Size: 2 x 2

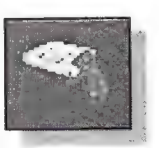
The Mind Bender is a device that allows an agent to project psionic attacks against an enemy, producing effects from stun and panic to total mind control. Only agents with extremely high psionic skills have a chance to achieve even the least of these effects, though, so this device is of limited use. (For details on psionics and psionic combat, see Chapter 8.)

Motion Scanner

Manufacturer: Marsec
Cost: $900
Skill Hours: N/A
Weight: 2
Size: 1 x 1

The Motion Scanner detects moving targets at long distances, showing their position and direction of movement on a small tracking screen. Though not terribly effective in turn-based combat, the Motion Scanner can be quite useful in real time; targets are constantly in motion and, thus, always show up on the scanner. Of course, because the scanner doesn't differentiate between friendly and enemy targets, the results are often more confusing than helpful.

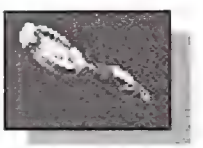
Personal Cloaking Field



Manufacturer: X-COM
Cost: $8,300
Skill Hours: 22,000
Weight: 6
Size: 2 x 2

Unlike the vehicle cloaking field, personal cloaking fields are active all the time, even if the agent is firing. The enemy has to be twice as close to spot a unit with a shield, so this gives an agent a vital advantage—he or she can fire several times at an enemy before even spotted. Also, it reduces the opponent's accuracy. Although not as useful as shields and teleporters, the cloaking field is definitely useful in most situations.

Personal Disruptor Shield



Manufacturer: X-COM
Cost: $5,770
Skill Hours: 28,000
Weight: 4
Size: 3 x 2

This invaluable device provides your agents with a layer of protection in addition to the armor they wear. The passive Personal Disruptor Shield generates an energy shield that can absorb up to 100 points of damage when placed on an agent's person. If the damage absorbed exceeds this amount, the shield is destroyed. However, as long as the 100 points is *not* exceeded, the shield slowly recharges to full strength on its own. Each agent can carry as many Personal Disruptor Shields as his or her strength allows. Each is treated as a separate 100-point layer of protection, and damage applies to one shield at a time.

Psiclone

Manufacturer: Psyke
Cost: $4,500
Skill Hours: N/A
Weight: 6
Size: 1 x 1

This device is described in the UFOPedia as some sort of psionic, mind-altering device that Mega-Primus gangs have implanted in their brains. It has no apparent purpose in gameplay, except that you can sell it if you happen to find one at a combat site.

Equipment Statistics

TABLE 3-4. STATISTICS FOR MISCELLANEOUS EQUIPMENT

Item	Manufacturer	Cost	Skill Hours	Weight	Size
Elerium Pod	Solmine	$3,000	N/A	6	1 x 1
Medi-Kit	Nanotech	$250	N/A	3	2 x 2
Mind Bender	Marsec	$1,200	N/A	3	2 x 2
Motion Scanner	Marsec	$900	N/A	2	1 x 1
Personal Cloaking Field	X-COM	$8,300	22,000	6	2 x 2
Personal Disruptor Shield	X-COM	$5,770	28,000	4	3 x 2
Psiclone	Psyke	$4,500	N/A	6	1 x 1

Chapter Four

Finances and Diplomacy

Your long-term goal in *Apocalypse* is to stop the alien invasion by destroying all the buildings in the Alien Dimension and sealing their universe off from ours permanently. Of course, this takes a great deal of time—you have lots of research to perform, equipment to build, and so on. During this time, you have two short-term goals: Keep Mega-Primus as safe as you can, ensuring that as many of the city's corporations as possible remain on your side, and keep X-COM financially solvent so you can continue to fight the good fight.

This chapter deals with the ins and outs of both problems. First, we look at factors affecting the amount of money you have to do your job. In this section we discuss what affects prices and supplies of weapons and other equipment.

Second, we explore the game's diplomatic aspects, and what you must do to prevent city residents from turning against X-COM and becoming the willing dupes of invading alien hordes.

Finances

Although you'll spend a relatively small amount of time dealing with the game's monetary aspects, financial solvency is crucial to success in *Apocalypse*. As we pointed out in Chapter 1, one of the two ways to lose is to find yourself in debt by more than $5,000 at the end of any funded week. You must keep an eye on how much you spend each week, and cut corners where you can to conserve your funds. In the next few sections we discuss game elements affecting the money available to you at any given time.

Starting Funds

You begin every game with some money in your treasury. The amount you start with depends on game difficulty. For calculation purposes, each level of difficulty has a numeric value:

Novice = 0
Easy = 1
Medium = 2
Hard = 3
Superhuman = 4

The following formula, then, determines how much money is in your treasury at the beginning of the game:

Initial Treasury = $140,000 - (Difficulty x $10,000)

Weekly Funding

Every game-week, the game evaluates your performance and gives you an amount of funding commensurate with your level of success. If your score for the week is good (that is, you complete lots of research, shoot down lots of UFOs, and successfully complete lots of tactical missions), the Mega-Primus government increases X-COM's funding for that week. If, on the other hand, your performance is *poor*, the government reduces your income for that week. Your performance is evaluated daily and relayed to you in the Daily Report (see figure 4-1). These reports will keep you on top of how

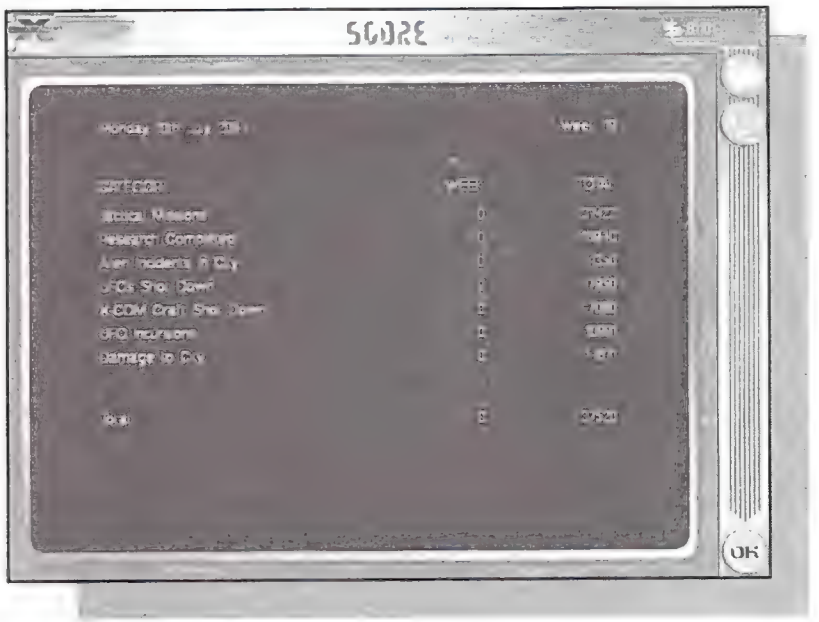


Figure 4-1. The Daily Scoring Report.

you're doing score-wise. At the end of each week, you receive a more detailed report, including a breakdown of all things financial–salaries paid, building maintenance costs, and so forth (see figure 4-2). (For details on how points are scored, see Chapter 1.)

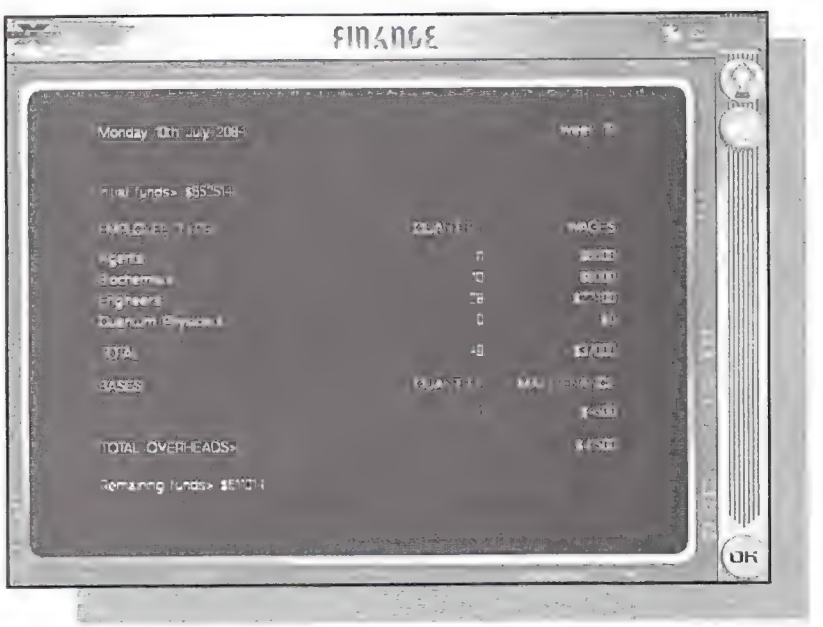


Figure 4-2. The Weekly Scoring and Financial Report.

At first, the amount of increase or decrease in weekly funding hinges on your initial funding degree, which, again, depends on game difficulty level. The following equation determines the level of government funding at the start of the game:

Initial Funding Level = $92,000 - (Difficulty Level x $3,000)

Again, this funding level will change based on your weekly score. If your weekly score is good, funding goes up (the better your score, the greater the increase). If your weekly score is average, funding remains the same. If your weekly score is *bad*, your funding goes down (the worse your score, the more funding decreases).

Funding increases and decreases break down as follows, with Funding Increase growing to the current level of funding, or Funding Decrease being subtracted from the current level of funding. ("Current" is the level of funding at the time of the evaluation.)

- *If (Weekly Score > 400), Funding Increase = Current / 20*
- *If (Weekly Score > 800), Funding Increase = Current / 16*
- *If (Weekly Score > 1,600), Funding Increase = Current / 12*
- *If (Weekly Score > 3,200), Funding Increase = Current / 8*
- *If (Weekly Score > 6,400), Funding Increase = Current / 5*
- *If (Weekly Score > 12,800), Funding Increase = Current / 4*
- *If (Weekly Score < 0), Funding Decrease = Current / 15*
- *If (Weekly Score < -400), Funding Decrease = Current / 10*
- *If (Weekly Score < -800), Funding Decrease = Current / 5*
- *If (Weekly Score < -1,600), Funding Decrease = Current / 4*
- *If (Weekly Score < -2,400), Government Stops All Funding*

The amount of money currently available to the city government might also limit increases in weekly funding. X-COM's weekly funding can't exceed more than half the government's current monetary balance. The government's income is based on taxes: The more people at work in the city, the greater the tax base. Building destruction affects the tax base detrimentally, as it creates more unemployment. The more destroyed buildings, the lower the tax base, and the more likely X-COM's funding will be affected.

Although a detailed economic model exists for the city itself, the game conceals it; it's thus pretty much out of your control. The only thing to worry about in this area is the number of destroyed buildings. As long as you prevent building demolition, the city economy should be fine.

Your funding is terminated if the government becomes hostile toward X-COM. Obviously, you must avoid this situation at all costs.

Supplementing Your Income

Although government funding is your primary source of income, it's not your *only* source of income. You can also make money by selling things. There's always a market for X-COM weapons and equipment, as well as the alien items your agents bring back from tactical missions. Although the value of these items fluctuates throughout the game (see "Supply and Demand" later in this chapter for details), you can often make a tidy profit by periodically selling items that are gathering dust in your bases' Stores.

A great way to gather sale items is to raid organizations hostile toward X-COM. Raiding the city's gangs–Diablo and the like–can be particularly lucrative, because they usually have Psiclones. These items, useless as equipment, can fetch thousands of dollars on the open market.

Just remember to limit the number of raids you make. If you do this too often, the organizations you hassle have a greater chance of locating and attacking X-COM bases.

A Breakdown of Expenses

Supply and Demand

One financial factor you must deal with in *Apocalypse* was never a problem in the first two *X-COM* games–the problem of supply and demand. Although you can buy myriad weapons and equipment (as opposed to those you must manufacture in your Workshops), not all items are always available, due to limited supplies. Certain other items unavailable at the start of the game become available as the game progresses. An item's popularity will affect both its availability and its price.

Equipment Availability

The following preset statistics determine every item's availability:

- *Week Available*: Game-week in which the item becomes available.
- *Minimum Stocks*: Minimum number of the item available for purchase at the start of each game-week.
- *Maximum Stocks*: Maximum number of the item available for purchase at the beginning of each game-week.

Tables 4-1 through 4-6 show availability statistics, by category, for all items that can be purchased.

TABLE 4-1. AVAILABILITY OF X-COM VEHICLES

Item	Week Available	Minimum Stocks	Maximum Stocks
Blazer Turbo Bike	1	4	8
Griffon AFV	1	3	8
Hawk Air Warrior	2	2	6
Hoverbike	1	4	20
Phoenix Hovercar	1	4	15
Stormdog	1	5	20
Valkyrie Interceptor	1	2	8
Wolfhound APC	1	3	7

TABLE 4-2. AVAILABILITY OF VEHICLE WEAPONS

Item	Week Available	Minimum Stocks	Maximum Stocks
40mm Auto Cannon	1	7	24
40mm Auto Cannon Turret	1	4	15
Airguard Anti-Air Cannon	1	4	13
Bolter 4000 Laser Gun	1	4	15
Janitor Missile Array	1	6	22
GLM Air Defense	1	2	6
GLM Array	1	3	8
Justice Missile Launcher	1	4	12
Lancer 7000 Laser Gun	1	4	12
Laser Defense Array	1	5	15
Lineage Plasma Cannon	3	3	12
Plasma Defense Array	3	4	11
Plasma Multi-System	2	4	14
Plasma Turret Cannon	1	2	5
Prophet Missile Array	1	5	16
Rendor Plasma Gun	1	3	8
Retribution Missile Launcher	1	4	14
Rumble Cannon	1	3	8

TABLE 4-3. AVAILABILITY OF VEHICLE FUEL AND AMMUNITION

Item	Week Available	Minimum Stocks	Maximum Stocks
Air Defense Missile	1	35	50
Airguard 52mm Cannon Round	1	400	1400
Elerium-115	1	180	800
Fusion Powerfuel	1	200	1200
Ground Launched Missile	1	40	200
Janitor Missile	1	50	260
Justice Missile	1	10	60
Multi-Cannon Round	1	400	1500
Prophet Missile	1	40	200
Repeater 40mm Cannon Round	1	400	1200
Retribution Missile	1	5	30

TABLE 4-4. AVAILABILITY OF VEHICLE ENGINES

Item	Week Available	Minimum Stocks	Maximum Stocks
Metro Multipower Plus	1	2	8
Metro Powergrav	1	2	9
Metro Roadgrav	1	3	11
Metro Roadhog	1	4	12
Metro Turbograv	1	2	10
SD Deluxe	1	4	9
SD Elite	1	2	6
SD Sports	1	3	8
SD Standard	1	4	10
SD Turbo	1	3	7

TABLE 4-5. AVAILABILITY OF GENERAL VEHICLE EQUIPMENT

Item	Week Available	Minimum Stocks	Maximum Stocks
Cargo Module	1	4	12
Heavy Weapons Control	3	1	2
Light Weapons Control	1	3	5
Medium Weapons Control	1	2	4
Missile Evasion Matrix	2	2	4
Passenger Module	1	4	12

TABLE 4-6. AVAILABILITY OF AGENT WEAPONS, AMMUNITION, AND EQUIPMENT

Item	Week Available	Minimum Stocks	Maximum Stocks
Auto Cannon AP Clip	1	20	40
Auto Cannon HE Clip	1	20	40
Auto Cannon IN Clip	1	20	40
Heavy Launcher HE Missile	2	5	20
Heavy Launcher IN Missile	2	5	20
Incendiary Grenade	1	10	30
Marsec Armor (All Pieces)	2	2	15
Marsec Heavy Launcher	2	2	4
Marsec High Explosive	1	8	16
Marsec M4000 Machine Gun	1	9	24
Marsec M4000 Machine Gun Clip	1	40	70
Marsec MiniLauncher	3	2	6
Marsec Proximity Mine	2	10	30
Medi-Kit	1	4	14
Megapol AP Grenade	1	20	50
Megapol Armor (All Pieces)	1	8	24
Megapol Auto Cannon	1	3	8
Megapol Laser Pod	1	30	55
Megapol Laser Sniper Gun	1	5	15
Megapol Lawpistol	1	15	50
Megapol Lawpistol Clip	1	20	80
Megapol Plasma Gun	2	3	6
Megapol Plasma Pod	2	15	40
Megapol Smoke Grenade	1	25	60
Megapol Stun Grapple	1	5	20
Megapol Stun Grenade	1	20	60
Mind Bender	1	3	12
MiniLauncher HE Missile	3	10	30
MiniLauncher IN Missile	3	10	30
Motion Scanner	1	2	6
Power Sword	3	1	5

The game constantly tracks current stock levels for each item. If you buy items, the stock level decreases. If you sell items, the stock level increases. At the beginning of each new game-week, new stock levels for each item are determined based on a number of equations and calculations. The following variables are factors in these equations:

- Current: *Current stock level of the item.*
- Min: *Minimum stock level of the item (shown in tables 4-1 through 4-6).*
- Max: *Maximum stock level of the item (shown in tables 4-1 through 4-6).*
- Ran(x): *A random number between 0 and* x.

The following calculations determine the current stock of nonalien, nonmanufactured items:

Current = Ran ([Max + Min] / 2 + Current)
if (Current > MAX), then Current = Max
if (Current < MIN), then Current = Min

Formulas for alien items your agents recover from tactical missions differ from items X-COM engineers produce in base Workshops. Some items sold for profit might remain available for repurchase later, while others might disappear from the market completely. The following formulas determine what happens to these items at the beginning of each game-week:

if (Current > 0 and Min > 0), then Current = Current - (Current / 8)
if ([Ran{100}] > 40), then Current = Current - (Current / 5)
if ([Ran{100}] > 70), then Current = Current - (Current / 3)

Weekly Price Fluctuations

Prices fluctuate with supply and demand. After determining each week's new stock levels, the game calculates new prices. As a rule, if the current stock level of an item is higher than the average stock for that item, the value/price of that item goes down, and if the current stock level of an item is *lower* than average, the value/price goes up. Therefore, it's to your advantage to buy weapons and equipment when corresponding stock levels are unusually high, and sell items for profit when corresponding stock levels are unusually low. The following variables affect an item's current value:

- Value: *Item's current price/value.*
- Current: *Item's current stock level.*
- Min: *Item's minimum stock level (as shown in tables 4-1 through 4-6).*
- Max: *Item's maximum stock level (as shown in Tables 4-1 through 4-6).*
- Ran(x): *A random number between 0 and* x.

- Average: *Item's average stock level.*
- Change: *Item's change in value.*

All price fluctuations are based on the initial value/price of each item. This information can be found in Chapter 3 (for agent equipment, weapons, and ammunition) and Chapter 7 (for vehicles, vehicle equipment, vehicle weapons, and vehicle ammunition).

First, the game determines the average stock level of each item:

Average = (Min + Max) / 2

Next, it determines the value/price change. If the current stock level of the item is less than average, the value/price of the item increases:

Changes = Average - Current
if (Change > 3), then Change = 3
Value = Value x (100 + Change)
Value = Value / 100

If the current stock level of the item is higher than average, the value/price of the item decreases:

Changes = Current - Average
if (Change > 3), then Change = 3
Value = Value x (100 - Change)
Value = Value / 100

Prices for alien items you bring back from tactical missions and items X-COM Workshops produce tend to drop:

Change = 0
if (Current >= Max / 2), then Change = Ran(2) + 3
if (Current >= Max), then Change = Ran(5) + 5
if (Current >= Current x 2), then Change = Ran(5) + 10
Value = Value x (100 - Change)
Value = Value / 100

No item's value/price can ever drop to more than half its initial value/price, nor can it increase to more than twice its original value/price.

Diplomacy

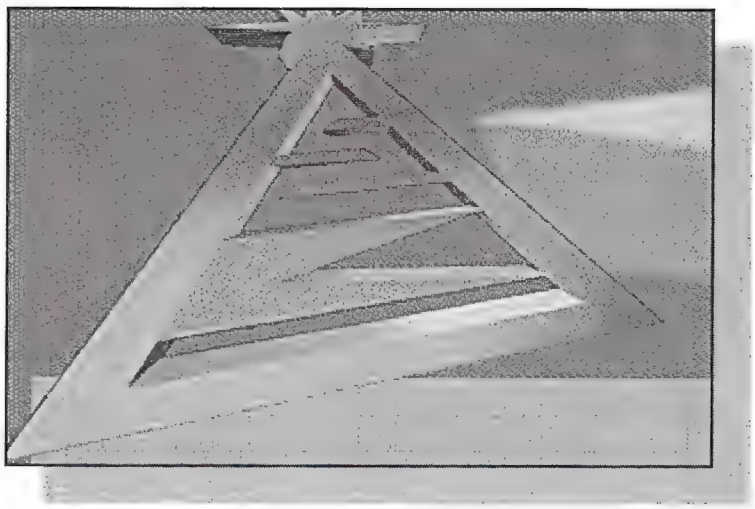
In addition to keeping the countries and organizations under its protection safe, X-COM always has striven to keep them *happy*. In the first two games, this ensured a steady flow of funds from month to month. However, if you developed enough income from other sources, you could ignore the pleas of funding nations and go about the business of finishing the game.

In *Apocalypse*, keeping the corporations you protect happy still ensures that your funding remains intact or increases over time. It may be the city government providing all the funding, but your performance level keeps your weekly score up, and a higher score means more funding. However, now there's a lot more to keeping those under your protection happy than *just* money. Unhappy corporations can lead to supply problems, transportation problems, and all-out violent raids on your bases by disgruntled corporate mercenaries. When corporations become unhappy with you, you have the option of appeasing them by offering a bribe. However, if a corporation turns to the side of the *aliens*, there's no turning them back; and if that corporation was providing important equipment or vital services to X-COM, that can easily mean the end of the game.

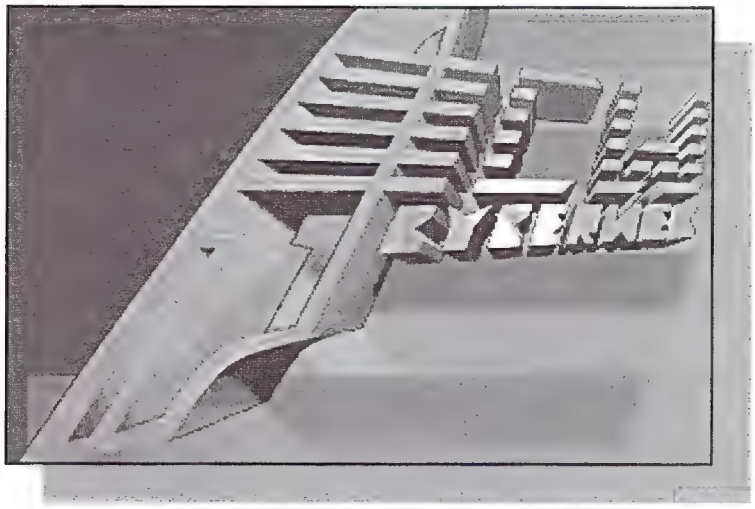
The remainder of this chapter gives a brief overview of all Mega-Primus corporations, their functions in the greater scheme of the game, and the potential dangers in ticking them off.

Remember that, even if an organization provides no direct economic benefit to X-COM, all organizations function as a part of the city's economic infrastructure. Therefore, every corporation lost to the aliens has a potential indirect impact on X-COM's funding. (See the foregoing discussion of funding for details.)

Cult of Sirius



The Cult of Sirius is a bizarre group of individuals who look forward to the day when the lowly humans are redeemed by a superior race. This group, which openly opposes X-COM from the start of the game, can never be persuaded to end hostilities toward you, so don't bother trying. Don't worry, though: They contribute nothing to your game effort. The best thing to do is leave them alone, or maybe occasionally raid their temples for fun and profit.



Cyberweb

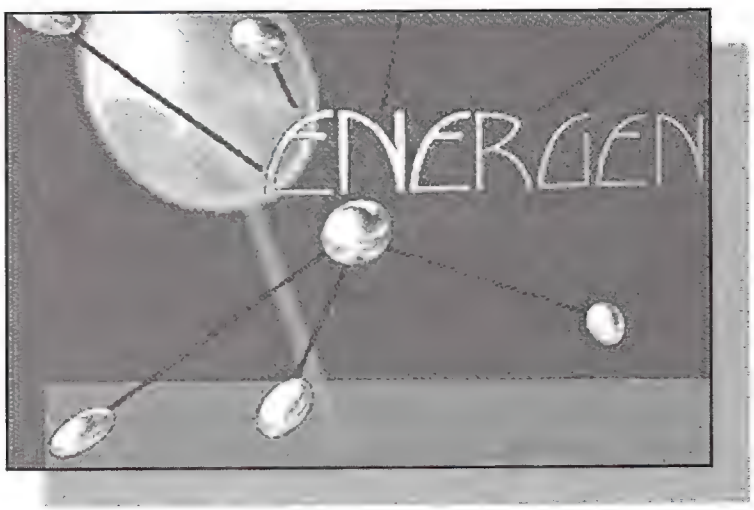
Cyberweb once manufactured androids, but (as the game begins) has turned to other pursuits. This corporation supplies numerous pieces of vehicle equipment, including all weapons control systems. If you value the accuracy of your vehicles' weapons, try to keep Cyberweb happy–at least until you can build the X-COM Advanced Control System. Despite the reference to androids, Cyberweb has nothing to do with the availability of android agents for recruitment. (See the description for SELF later in this section.)

Diablo

Diablo is the most dangerous criminal organization in Mega-Primus. In terms of game diplomacy, this means Diablo can cause something of a hassle if it

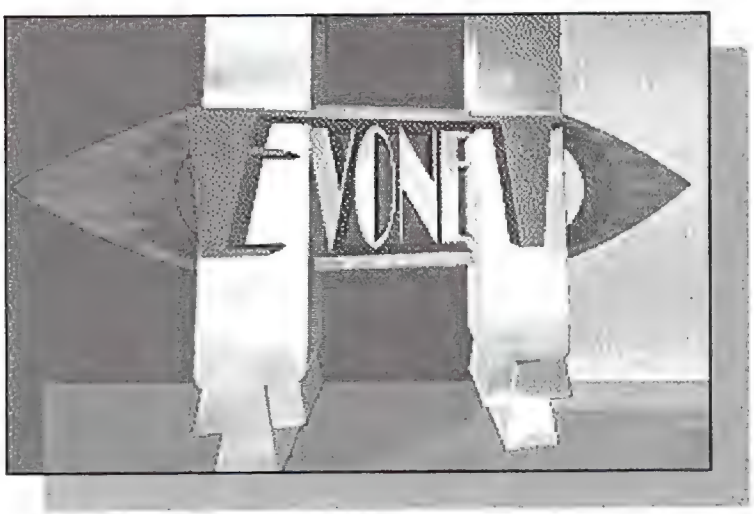
turns on you and starts raiding your bases. Otherwise, its economic impact is negligible; the only item you can't purchase if Diablo is against you is the Incendiary Grenade.

Energen



Energen is one of the corporations with no direct economic impact on X-COM operations. While losing these organizations to the aliens could potentially have a funding impact, this organization provides no vital goods or services.

Evonet

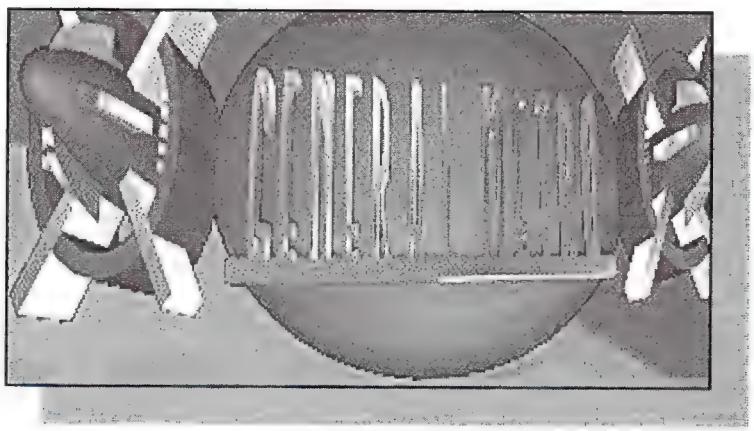


Evonet recycles waste products into food for humans and animals (yuck!) and purifies the city's water supply. While unquestionably important in a real-world sense, Evonet serves no purpose as far as X-COM products and services are concerned.

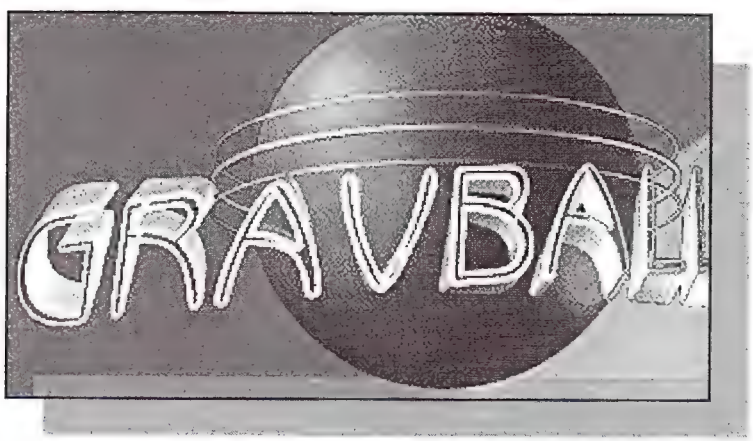
Extropians

Extropians have no impact on funding; they are therefore more or less useless.

General Metro



General Metro is the primary manufacturer of road vehicle engines and civilian road vehicles. Keeping this corporation happy is important if you value road vehicles–not because of the useless Blazer Turbo Bike (the only X-COM vehicle they manufacture), but because you'll need their *engines* to power your ground fleet.



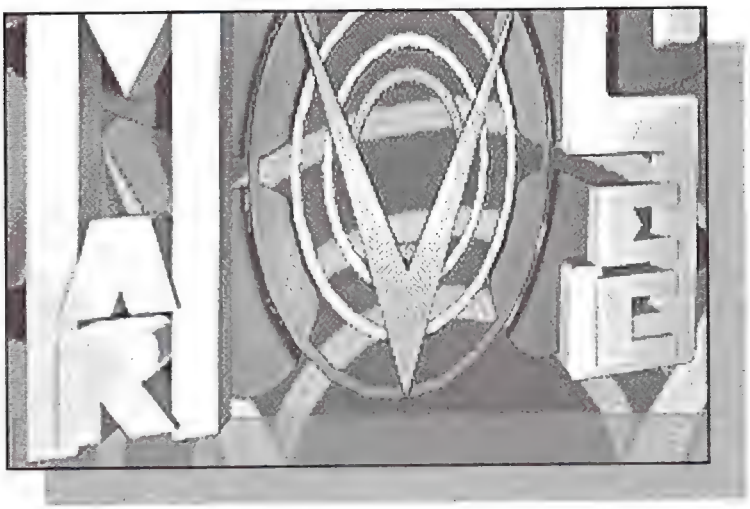
GravBall League

In a contest for Least Valuable Corporate Ally, the GravBall League might just win. This organization provides absolutely nothing that supports X-COM's efforts. When you have to choose someone *not* to defend when the action gets hot, the GravBall League is definitely a contender.

Lifetree

Although the UFOPedia says Lifetree produces psionic equipment, there's no evidence of this in the game. Without this going for them, defending Lifetree facilities assumes low priority if there are other, more important organizations that require your services.

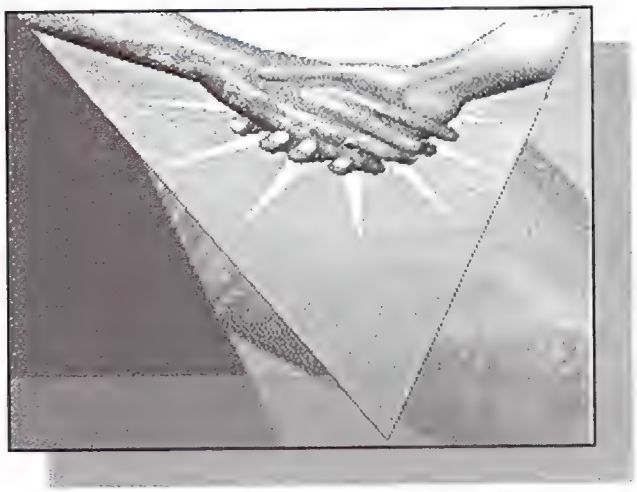
Marsec



Marsec, along with Megapol, is one of the game's two dominant arms and equipment suppliers. With products ranging from personal hand weapons to vehicle-mounted guns and missiles, Marsec easily provides nearly half the items you use. It *never* pays to be at odds with Marsec! Protect their facilities as if they were your own.

Megapol

Speaking of major arms suppliers, Megapol is just about as big as Marsec when it comes to providing for X-COM's weapon and equipment needs. Megapol also operates the city's police force. For these reasons, remaining friends with Megapol and protecting its interests should always be a high priority.



Mutant Alliance

The Mutant Alliance is dedicated to maintaining the rights of Human/ Sectoid hybrid citizens in Mega-Primus. Keeping on this group's good side is extremely important if you value the services of hybrid X-COM agents. (Chapter 8 provides details on the enhanced abilities of this group.) If relations break down with the Mutant Alliance, hybrid recruits will seldom be available.

Nanotech

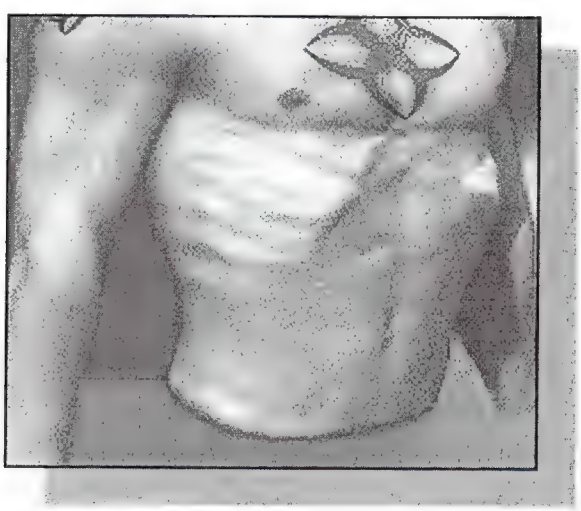
In terms of quantity of items provided, Nanotech comes in close to last. However, in terms of item *usefulness*, Nanotech's a bit more important. This corporation supplies the Medi-kit. If relations sour between X-COM and Nanotech, the valuable healing device might no longer be available.

Nutrivend

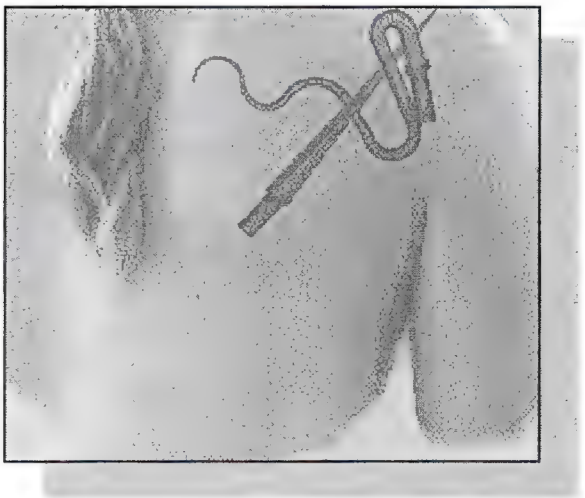
Nutrivend is the major supplier of food products to Mega-Primus. As with so many other corporations, it falls into the category of "beneficial to society but not particularly useful to X-COM." Protecting Nutrivend buildings assumes low priority during extremely active periods.

Osiron

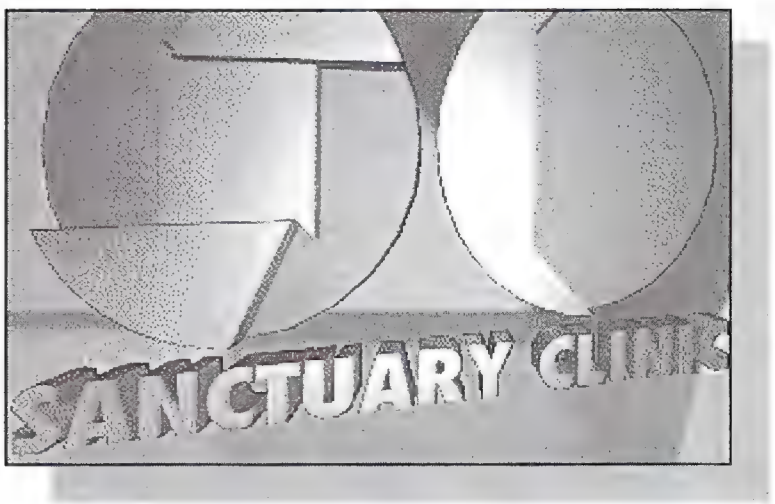
If Diablo is the most fearsome Mega-Primus gang, Osiron is (reportedly) the wealthiest. Based in the slums, this organization is worthless to you as a supplier of goods and services. As with Diablo, however, it's possible that, if you alienate them (so to speak), the Osiron bunch could become a nuisance if they discover and invade your bases.



Psyke



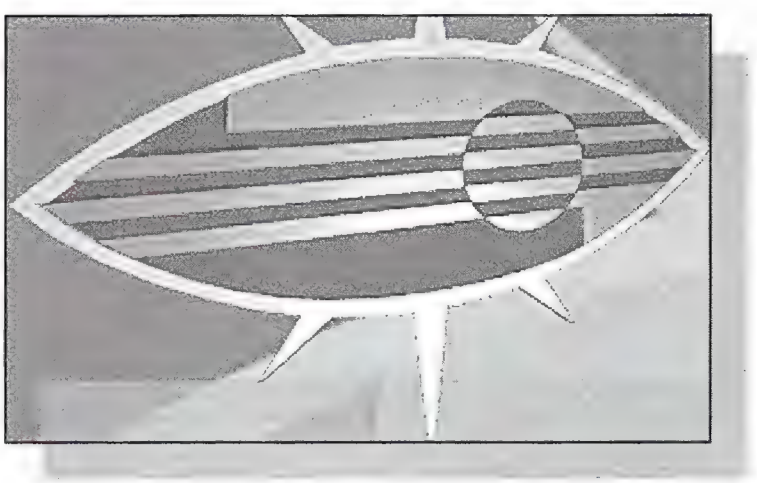
For a prototype utopia, Mega-Primus has more than its share of criminal syndicates! This group developed the Psiclone, an illegal psionic implant that serves no purpose as far as equipment goes, but that's quite profitable sold on the open market. Psyke is a smaller organization than either Diablo or Osiron. Like the other criminal groups, Psyke is of little economic consequence to X-COM.



Sanctuary Clinic

Sanctuary Clinic controls all the city's medical facilities. However, they do *not* manufacture or supply Medi-kits, the only medical-related piece of X-COM equipment. Because they provide no goods or services that directly affect the game, Sanctuary Clinic falls within the group of low-priority corporations.

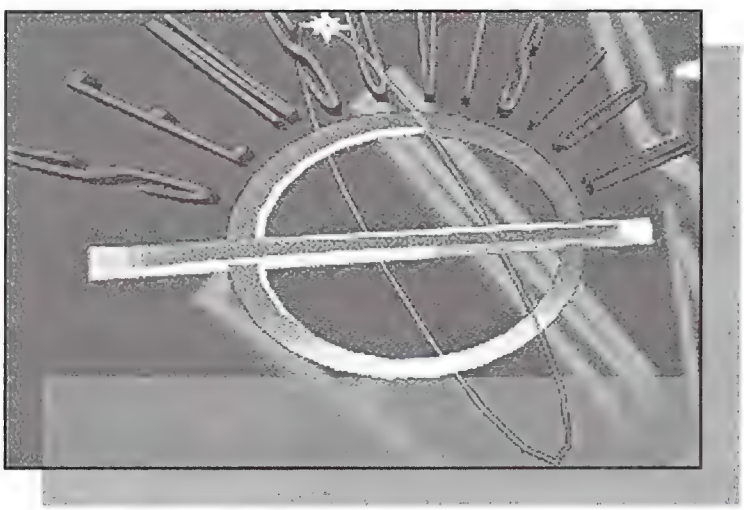
The Senate (Government)



The Senate is the seat of government in Mega-Primus, and the source of all your funding. This is by far the most important organization to protect. Without the

government, you have no funding. And without your funding, you can kiss the game good-bye. Rebuilding of roads and people tubes is done by Government. This is important because if Government spends loads of money rebuilding, there is less money to give to X-COM. When the "Live Alien Spotted" alarm goes off in a government-owned building, you'd be foolish not to respond.

Sensovision



Sensovision is all about entertainment. The Sensodromes located throughout the city provide the citizens of Mega-Primus with a steady stream of mind-numbing, psionic diversion. And what do they provide for X-COM? Nothing. That relegates Sensovision emergencies to standby status if you have more important corporations to protect.

Sentient Engine Liberation Front (SELF)

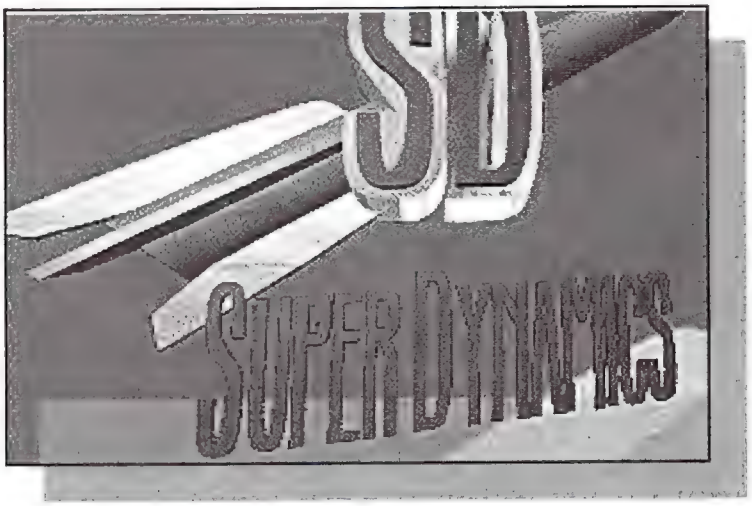
The Sentient Engine Liberation Front is an organization very much like the Mutant Alliance, except that SELF fights for android, not hybrid, rights. The happiness or unhappiness of this group determines the availability of android recruits. (For details on the abilities of android agents, see Chapter 8.)

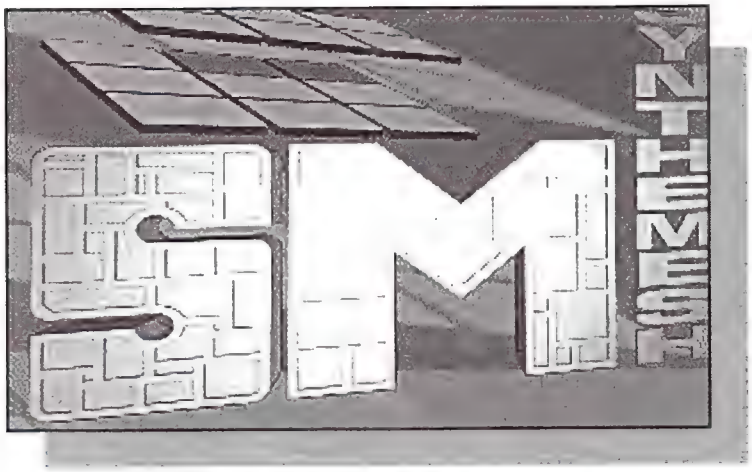
Solmine

Solmine is the exclusive provider of Elerium-115, that important mineral that powers so many devices. This is the *only* item Solmine provides, but if you frequently use devices requiring Elerium as a power source, you should strive to keep this corporation happy.

Superdynamics

Superdynamics built the antigrav system that runs the People Tubes snaking around the city. More importantly, this corporation is the major developer of flying vehicle equipment, including engines and the Cargo Module (a basic, but vital, addition to both air and ground vehicles). The thought of not being able to buy Cargo Modules *alone* is enough incentive to keep this organization as happy as possible.





Synthemesh

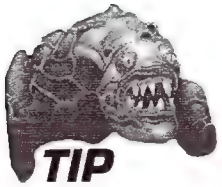
Synthemesh is a rare example of a corporation that produces nothing of value.

Technocrats

Like Extropians, Technocrats have no impact on funding, and make up one of the more useless organizations.

Transtellar

The Transtellar Corporation owns the city's Space Port. They also own many warehouses, and operate as the primary transportation provider for personnel and equipment within the city. When relations with Transtellar are bad, your transportation needs become more difficult to meet. Losing Transtellar to the aliens makes transferring equipment and personnel between bases impossible, and forces new X-COM recruits to travel to your bases via People Tube rather than the quicker car or transport.



Here's the short list of the top four corporations you never want to have as enemies. If relations start breaking down, beg, borrow, or steal to make things better. And stop at nothing *to keep these guys from becoming alien dupes. They are, from most to least important:*

1. **The Senate**
2. **Marsec**
3. **Megapol**
4. **Transtellar**

Of course, ultimately you should try to keep everyone *happy. However, if it comes down to choosing between the happiness of one of these and another, less important, corporation, always opt for the one in the top four.*

Chapter Five
Research

Research is perhaps the most important aspect of *X-COM Apocalypse*. No matter how effective your combat tactics are, or how well you manage your finances and train your agents, you can't expect to win the game unless you keep up with ever-changing alien technology. In this chapter we explain the *Apocalypse* research system, describe all the research topics available, and reveal useful strategies for navigating the research tree quickly and painlessly.

The New Research System

If you're an *X-COM* veteran who's used to the research method of *UFO Defense* and *Terror from the Deep*, you've probably already noted some differences between the old system and the one *Apocalypse* uses. Three major differences are the

diversification of research projects, the subdivision of projects into standard and advanced topics, and individual scientist skills.

Research Diversification

The scientists in the first two *X-COM* games were jacks-of-all-trades. Any one of them could do anything from disassembling and analyzing an alien grenade to performing an autopsy on an alien corpse. No matter what task you assigned them, they performed the research.

Things are different in *Apocalypse*. Research topics comprise two categories, Biochemistry and Quantum Physics. Scientists specialize in one of these fields, and two types of research labs exist to accommodate them. As new research topics become available, they appear on the Project Screen for the proper lab.

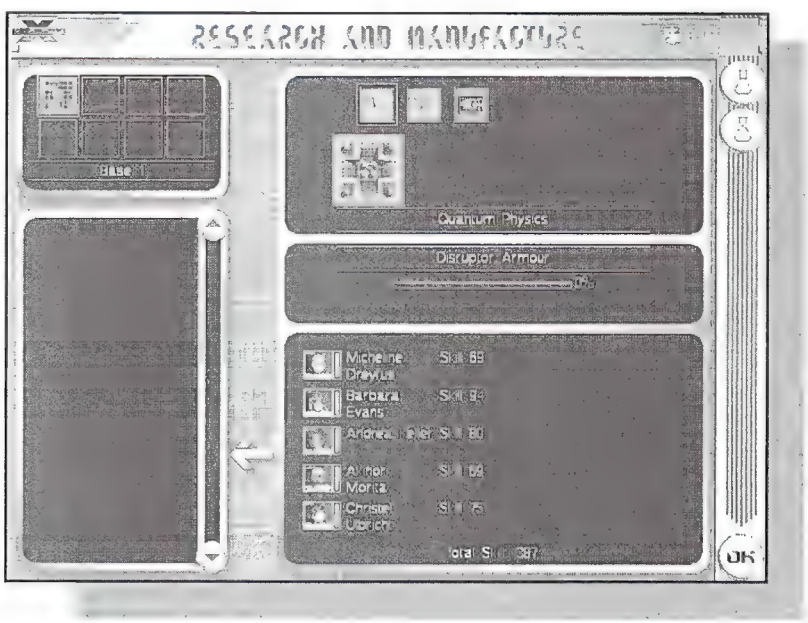


Fig. 5-1. The Lab Selection Screen.

Briefly, now you must maintain at least two research facilities, one for Biochemistry and one for Quantum Physics. You also must maintain a separate stable of scientists for each facility. This diversified research system can cause staffing and base construction dilemmas that were never issues in the first two games. (The "Research Strategies" section at the end of this chapter provides hints on handling and preventing these problems.)

The Standard/Advanced Subdivision

Apocalypse further breaks down topics within each scientific field into "standard" and "advanced," which correspond to the lab types you can build at your base.

At the beginning, you can build only standard labs. That's fine, because the earliest

research topics are standard topics. However, as the game progresses, you gain the ability to build Advanced Quantum Physics and Biochemistry labs. These labs are larger than their standard counterparts, with room for up to 10 scientists. Once you've exhausted the standard research topics, you must replace your standard labs with advanced versions.

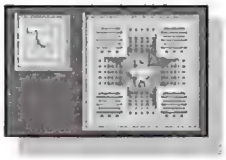


Figure 5-2. Standard and Advanced Quantum Physics Labs.

The game itself doesn't use the terms "standard" and "advanced" in relation to research topics. Rather, it describes them as "small" or "advanced." This makes sense intuitively, as advanced labs are, indeed, a great deal larger than standard ones.

The descriptions later in this chapter, and tables 5-1 and 5-2, tell which topics are standard or advanced.

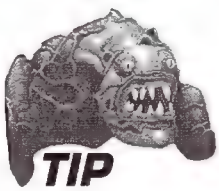
Scientist Skills

In the first two *X-COM* games, scientists were scientists–every one you assigned to a project made an equal contribution to the completion of that topic's research.

In *Apocalypse*, however, scientists are as individual as agents. Each not only has a name, but a unique skill level defining just how much he or she contributes to a project. At the start of the game, five biochemists and five quantum physicists stand by at your base to begin research on any topic. Each scientist's skill level is listed beside his or her picture in the Available Personnel List on the left side of the Project Screen. As you assign them projects, their skills accrue and display at the bottom of the Assigned Personnel List. (See figure 5-3.) The total skill level is the number of research points that are applied to the research topic per game-hour. In other

Figure 5-3. Checking the Skill Level of Your Scientists.

words, if a research project has a time requirement of 5000, and the total skill of the scientists assigned to the project is 500, it will take 10 hours to complete research on that topic.



It's obviously to your advantage to maintain a scientific staff of the highest possible skill level at all times. This is especially important at the beginning of the game, when research facilities are in short supply. You can assign only one project to each standard lab, and only five scientists to each project. That means that the maximum possible research skill your five scientists can possess is 500. Even at that impossible level, research during the first week of the game is pretty slow going.

One of the first things you should do is check your biochemists' and quantum physicists' skill levels. Do this from the Hire/Fire Screen so you can compare the skills of your existing scientists to the levels of those available for recruitment. If the scientists available for hire are even slightly more skilled than any of your existing scientists, fire the less-skilled people and replace them with new recruits. Even a few extra skill points can boost your research speed.

Repeat this procedure at the start of every day to ensure your labs are always staffed with the most skilled people available.

Research Topics and Descriptions

The following sections briefly describe all the research topics available in the game. For ease of reference, they're divided into Quantum Physics and Biochemistry topics, and list the following information for each:

- *Facility Required: The type of research facility required to study the topic (standard or advanced).*
- *Skill Points to Research: The amount of scientist skill points that must apply to the topic to complete the research.*
- *Required Items/Prerequisites: Conditions that must exist for this topic to become available for research–for example, possessing an alien artifact; researching some other topic; the existence of some game condition; completing a certain mission type, or any combination thereof.*
- *Score: The number of points you get for completing research on a topic.*

Quantum Physics Topics

Your quantum physicists must study the composition and capabilities of alien weapons and technology. The following is a breakdown of all the topics available in this field.

Advanced Control System

Facility Required: Advanced
Skill Points to Research: 35,000
Required Items/Prerequisites: Light Disruptor Beam, Disruptor Bomb Launcher, Alien Control System
Score: 200

All the whizbang alien vehicle weapons you can pick up and research aren't worth a thing if your ships can't hit the broad side of a Dimension Gate when they use them. So drop the craft weapons research and start on the Advanced Control System as soon as you have the prerequisites. You'll be glad you did. (For details on this system, see Chapter 3.)

Advanced Quantum Physics Lab

Facility Required: Standard
Skill Points to Research: 18,000
Required Items/Prerequisites: one of the following—Alien Propulsion System, Alien Control System, Alien Energy Source
Score: 80

The ability to build the Advanced Quantum Physics Lab (and its bio counterpart, the Advanced Bio-Laboratory) is vital to your ongoing research effort. Shoot down and explore alien craft as soon as you can to get the alien equipment you need to reach this goal quickly. Remember, advanced labs are useful to have even before you've completed research on all standard topics. (For more information on the Advanced Quantum Physics Lab, see Chapter 2.)

Advanced Security Station

Facility Required: Standard
Skill Points to Research: 18,000
Required Items/Prerequisites: Light Disruptor Beam, Medium Disruptor Beam, or Disruptor Bomb Launcher
Score: 80

After you research all you can about alien disruptor technology, you can research this topic and acquire the ability to build advanced, automated security stations to protect your bases from alien attack. (For details on the capabilities of the Advanced Security Station, see Chapter 2.)

Advanced Workshop

Facility Required: Standard
Skill Points to Research: 24,000
Required Items/Prerequisites: Dimension Probe
Score: 80

Like research, manufacturing breaks down by the project size–in this case, small and large. Advanced Workshops let you build the big stuff, such as ships. Although the two advanced laboratories should be your first priority, don't put off researching advanced workshops too long. Research this one before you research advanced craft or ship-mounted weapons. You need an advanced Workshop to build it all.

Alien Assault Ship (UFO Type 6)

Facility Required: Standard
Skill Points to Research: 14,000
Required Items/Prerequisites: Tactical mission at the site of a crashed Alien Assault Ship
Score: 120

This is one of the "must-research" alien craft–it's a prerequisite for the Retaliator, the first really useful X-COM interdimensional ship. Long before Assault Ships start showing up, you should develop some of the more powerful ship-mounted weapons.

Otherwise, it's unlikely you'll ever be able to shoot one of these things down, much less explore one. (For tactical data on this craft, see Chapter 7.)

Alien Battleship (UFO Type 9)

Facility Required: Standard
Skill Points to Research: 20,000
Required Items/Prerequisites: Tactical mission at the site of a crashed Alien Battleship
Score: 200

Researching an Alien Battleship is the final prerequisite for building the ultimate X-COM craft–the Annihilator. Despite the fact that the battleship assault is among the game's most difficult tactical missions, you must complete it to build (ultimately) the ship that will carry your agents to the alien dimension for the game's final battle. By the time this research topic becomes an option, it probably will be one of the last technologies left for you to research. (For tactical data on this ship, see Chapter 7.)

Alien Bomber (UFO Type 7)

Facility Required: Standard
Skill Points to Research: 16,000
Required Items/Prerequisites: Tactical mission at the site of a crashed Alien Bomber
Score: 150

Like the Scout and Fast Attack Ship, the Bomber is a dead-end research topic. Although you can pick up a few interesting items on tactical missions inside a Bomber–albeit nothing different from what you'd pick up in most other alien ships–there's no point in wasting research time and space to study the bomber itself. (For tactical data on the Alien Bomber, see Chapter 7.) The Alien Bomber, Battleship, and Mothership are the only UFOs to carry the Micronoid Aggregate.

Alien Craft Control System

Facility Required: Standard
Skill Points to Research: 30,000
Required Items/Prerequisites: Alien Craft Control System (the item itself, recovered

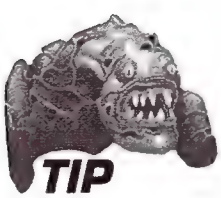
from a UFO-based combat mission)
Score: 150

This technology (along with Alien Craft Propulsion and Alien Craft Energy Source) is one of the reasons you must shoot down and explore a UFO as soon as you can. These are the "big three" technologies that open the only path available for studying advanced X-COM craft. Always give these high priority.

Alien Craft Energy Source

Facility Required: Standard
Skill Points to Research: 25,000
Required Items/Prerequisites: Alien Craft Energy Source (the item itself, recovered from a UFO-based combat mission)
Score: 150

The Alien Craft Energy Source is the second of the "big three" technologies that lead to all research on advanced X-COM ships. It's therefore extremely important you pursue this topic as soon as possible. Getting to better ships is one of the game's most important research tasks.



Alien Craft Energy Sources are a lot of fun to blow up in combat. Restrain yourself in one mission, however, so you can bring one back intact.

Alien Craft Propulsion

Facility Required: Standard
Skill Points to Research: 25,000
Required Items/Prerequisites: Alien Craft Propulsion (the item itself, recovered from a UFO-based combat mission)
Score: 150

This thing is built into the hull of the spaceship, so how you get it back to base intact is beyond comprehension! Anyway, it's one of the "big three" technologies (the other two being Alien Craft Control System and Alien Craft Energy Source) prerequisite to

studying the Dimension Probe–which, in turn, starts you on the path toward the advanced vehicles you must have to win the game. There's no excuse for putting this one off.

Alien Destroyer (UFO Type 5)

Facility Required: Standard
Skill Points to Research: 14,000
Required Items/Prerequisites: Tactical mission at the site of a crashed Alien Destroyer
Score: 120

Like the Alien Transporter, the Alien Destroyer is a topic you must pursue whether you like it or not. It's prerequisite to the Explorer, X-COM's first manned interdimensional craft–itself prerequisite to the next interdimensional craft design, and so on.

It is recommended that you research some of the more powerful craft-mounted weapons before attempting to shoot down a Destroyer for exploration purposes. Otherwise, it's unlikely your more fragile craft will even come close to winning. (For tactical data on the Alien Destroyer, see Chapter 7.)

The Alien Dimension

Facility Required: Standard
Skill Points to Research: 6,000
Required Items/Prerequisites: Send a Dimension Probe into the Alien Dimension
Score: 50

The information you gain by sending a Dimension Probe to explore the Alien Dimension is simply a vague first look at how the other side lives. In and of itself, this knowledge isn't particularly important; however, it's vital you send a Dimension Probe through a Dimension Gate. This serves as an unmanned test of X-COM's ability to build interdimensional craft, and is necessary to start research on the manned interdimensional ships you must build to complete the game and it is also a prerequisite for researching the first alien building.

Alien Escort (UFO Type 8)

Facility Required: Standard
Skill Points to Research: 16,000
Required Items/Prerequisites: Send agents to the site of a crashed Alien Escort
Score: 150

Alien Escorts are, at best, pesky things. They're barely worth shooting down, and even if you do they're not worth sending agents to investigate. If you do send agents to an escort, it's *definitely* not worthwhile to research the Alien Escort research topic. (For tactical data on this ship, see Chapter 7.)

Alien Fast Attack Ship (UFO Type 4)

Facility Required: Standard
Skill Points to Research: 12,000
Required Items/Prerequisites: Send agents to the site of a crashed Alien Fast Attack Ship
Score: 100

As with the Alien Probe and Alien Scout, studying the Fast Attack Ship only gets you a nice little paragraph of text and a picture to add to the UFOPedia. This is one of the toughest small ships you'll encounter, and it's not worth going out of your way to shoot one down for research purposes. Do yourself a favor. Leave it alone. (For tactical data on this craft, see Chapter 7.)

Alien Probe (UFO Type 1)

Facility Required: Standard
Skill Points to Research: 8,000
Required Items/Prerequisites: Send agents to the site of a crashed Alien Probe
Score: 80

This is the basic description of the smallest alien vessel. Although it makes an interesting addition to your Data Bank, researching it serves no purpose.You can let this one slide indefinitely. (For tactical data on this craft, see Chapter 7.)

Alien Scout Ship (UFO Type 2)

Facility Required: Standard
Skill Points to Research: 10,000
Required Items/Prerequisites: Send agents to the site of a crashed Alien Scout Ship
Score: 80

This is the basic description of one of the first of the alien attack craft you'll encounter in the game (the other is the Alien Probe). Like the Alien Probe, this is a red-herring research topic you need never pursue to complete the game. (For tactical data on this craft, see Chapter 7.)

Alien Transporter (UFO Type 3)

Facility Required: Standard
Skill Points to Research: 12,000
Required Items/Prerequisites: Tactical mission at the site of a crashed Alien Transporter
Score: 100

As with the Alien Probe and the Alien Scout, the immediate result of researching this topic is a brief description of the alien vessel. However, studying the Alien Transporter serves a greater purpose: It's a prerequisite for the Biotrans, one of the earliest X-COM interdimensional vehicles. That makes it a vital link to all X-COM advanced vehicle research. If getting better ships fast is your goal, pursue this track. (For tactical data on this craft, see Chapter 7.)

Annihilator

Facility Required: Advanced
Skill Points to Research: 55,000
Required Items/Prerequisites: Retaliator, Alien Assault Ship
Score: 300
The Annihilator is the evolutionary pinnacle of X-COM interdimensional craft. The ability to build it is an ultimate goal of the game's Quantum Physics research. (For a description of the Annihilator's capabilities, see Chapter 3.)

Biotrans

Facility Required: Advanced
Skill Points to Research: 24,000
Required Items/Prerequisites: Dimension Probe, Alien Transporter
Score: 100

The Biotrans is the first ship available that allows you to explore the Alien City successfully. With the addition of Cargo and Bio-Transport Modules, it has the space to take back to Mega-Primus the aliens and alien artifacts you collect on missions to the aliens' dimension. It's also prerequisite to developing all other X-COM transdimensional vehicles.

Boomeroid

Facility Required: Standard
Skill Points to Research: 28,000
Required Items/Prerequisites: Boomeroid (the item itself, recovered from a combat mission)
Score: 150

This alien grenade device, although intriguing in appearance and operation, isn't a research priority. Completing Boomeroid research leads only to the ability to use the weapon in combat–and, in this case, that's not enough. Save this one for when there are no more pressing items in the Quantum Physics queue. (For a description of the Boomeroid's capabilities, see Chapter 3.)

Cloaking Field

Facility Required: Advanced
Skill Points to Research: 70,000
Required Items/Prerequisites: Cloaking Field (the item itself, recovered from a UFO-based combat mission), Large Disruptor Shield
Score: 200

No matter how fascinating the Cloaking Field might be, it just doesn't measure up to the offensive–and, for that matter, defensive–alternatives for X-COM craft. In the race for most important technology, this one comes in last. (For details on this device, see Chapter 3.)

Devastator Cannon

Facility Required: Standard
Skill Points to Research: 38,000
Required Items/Prerequisites: Devastator Cannon (the item itself, recovered from a combat mission), Disruptor Gun
Score: 200

The Devastator Cannon is a more powerful version of the Disruptor Gun, and a popular alien weapon toward the middle of the game. Researching this topic yields only the ability to use the weapon in combat–actually a pretty good reason to research it! (For a description of the Devastator Cannon's capabilities, see Chapter 3.)

Dimension Missile

Facility Required: Standard
Skill Points to Research: 12,000
Required Items/Prerequisites: Dimension Missile (the item itself, recovered from a combat mission)
Score: 150

Unless you research this, the Dimension Missile Launcher is worthless. (Its description follows on page 17.)

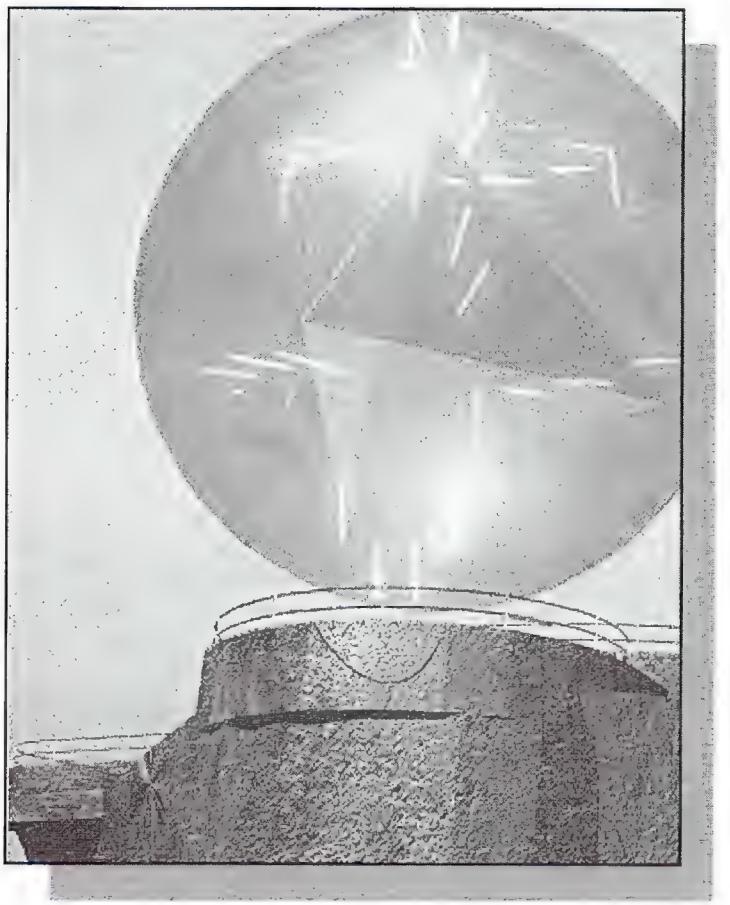


Figure 5-4. An Alien Dimension Gate.

Dimension Gates

Facility Required: Standard
Skill Points to Research: 5,000
Required Items/Prerequisites: Presence of a Dimension Gate in Mega-Primus
Score: 50

Quantum Physics and Biochemistry each have a "freebie" research topic at the start of the game–that is, one that's available immediately. Dimension Gates is the freebie in Quantum Physics. At the very latest, it gets to the research list as soon as a Dimension Gate pops up, which is usually right away.

This is the first, basic step toward understanding the origin of the aliens invading Mega-Primus. It's not directly prerequisite to any other research topic, so researching yields little more than some background into the game's plot and a few more score points. But what the heck–go ahead and research it. It's not like your quantum physicists have anything better to do this early in the game.

Dimension Missile Launcher

Facility Required: Standard
Skill Points to Research: 32,000
Required Items/Prerequisites: Dimension Missile Launcher (the item itself, recovered from a combat mission)
Score: 150

The Dimension Missile Launcher is a gratifyingly powerful, high-explosive weapon whose power rivals the infamous Blaster Launcher in *UFO Defense*. The topic is well worth pursuing as soon as you have the scientists to spare. (For details on this weapon, see Chapter 3.)

Dimension Probe

Facility Required: Standard
Skill Points to Research: 18,000
Required Items/Prerequisites: Alien Propulsion System, Alien Control System, Alien Energy Source
Score: 80

Although sending a Dimension Probe to explore the Alien City isn't immediately fruitful (see the foregoing "Alien Dimension" description), discovering the Dimension Probe is itself the crucial first step toward developing all advanced X-COM craft and exploring the Alien Dimension in detail. Once you've discovered the Dimension Probe, constructing manned interdimensional craft can commence.

Disruptor Gun

Facility Required: Standard
Skill Points to Research: 24,000
Required Items/Prerequisites: Disruptor Gun (the item itself, recovered from a combat mission)
Score: 100

This is usually one of the first pieces of alien weapons technology you recover from a combat site. Studying this weapon not only allows X-COM agents to use it in combat, it's vital to researching several other alien weapons and technologies. (For details on the Disruptor Gun's features, see Chapter 3.)

Disruptor Inversion Bomb

Facility Required: Advanced
Skill Points to Research: 60,000
Required Items/Prerequisites: Disruptor Inversion Bomb (the item itself, recovered from a UFO-based combat mission), Light Disruptor Beam
Score: 300

This technology represents a step forward in X-COM ship-mounted weapons, but an insignificant one. It's distinctive purely as a research topic, prerequisite to developing the Advanced Control System targeting device for intercepting UFOs. (For details on the Disruptor Inversion Bomb, see Chapter 3.)

The UFOPedia identifies the Disruptor Inversion Bomb as simply "Distruptor Bomb"–minus the "Inversion." Don't be confused–they're the same thing.

Disruptor Multibomb

Facility Required: Advanced
Skill Points to Research: 80,000
Required Items/Prerequisites: Disruptor Multibomb (the item itself, recovered from a UFO-based combat mission), Light Disruptor Beam
Score: 400

The Disruptor Multibomb is a deadly weapon, to be sure. But is it worth all that research time? The answer is a qualified "yes." Although you should concentrate on arming and protecting your agents first, and shielding your craft second, the Multibomb is a great alien ship-stopper if you have research time to spare. (For details on this weapon, see Chapter 3.)

Explorer

Facility Required: Advanced
Skill Points to Research: 28,000
Required Items/Prerequisites: Biotrans, Alien Destroyer
Score: 120

The Explorer is the first manned X-COM vehicle capable of interdimensional travel. It's also a vital link in the development of superior X-COM interdimensional craft. (For a description of Explorer capabilities, see Chapter 3.)

Heavy Disruptor Beam

Facility Required: Advanced
Skill Points to Research: 70,000
Required Items/Prerequisites: Heavy Disruptor Beam (the item itself, recovered from a UFO-based combat mission)
Score: 400

This weapon certainly has a lot of punch, but its impractical points make it less than desirable. (For details on this weapon, see Chapter 3.) The research itself, however, is prerequisite to researching the Large Disruption Shield–a vital device for protecting X-COM craft in combat. That makes this rather time-consuming research topic well worth pursuing as soon as you can spare the quantum physicists.

Large Disruption Shield

Facility Required: Advanced
Skill Points to Research: 105,000
Required Items/Prerequisites: Large Disruption Shield (the item itself, recovered from a UFO-based combat mission), Heavy Disruptor Beam
Score: 300

You can research the large shield before the small shield. (For details on this defensive system, see Chapter 3.)

Light Disruptor Beam

Facility Required: Advanced
Skill Points to Research: 26,000
Required Items/Prerequisites: Light Disruptor Beam (the item itself, recovered from a UFO-based combat mission)
Score: 200

If there's one area where X-COM really falls behind at the start of the game, its ship-to-ship combat technology. That makes the Light Disruptor Beam an excellent research choice, especially if you recover one early in the game. Not only is it great for replacing antiquated X-COM ship armament, the technology itself is prerequisite to researching other, even more devastating, weapons. (For details on this weapon, see Chapter 3.)

Medium Disruptor Beam

Facility Required: Advanced
Skill Points to Research: 46,000
Required Items/Prerequisites: Medium Disruptor Beam (the item itself, recovered from a UFO-based combat mission)
Score: 300

One of the more insidious things about the *Apocalypse* research system is that, in many cases, prerequisites for important technologies force you to research a whole

line–Small, Medium, and Large versions of the Disruptor Beam, for example–whether or not you'll use the resultant technology. Luckily, this weapon is useful as more than just a prerequisite. (For details on this weapon, see Chapter 3.)

Alien Mothership (UFO Type 10)

Facility Required: Standard
Skill Points to Research: 20,000
Required Items/Prerequisites: Tactical mission at the site of a crashed Alien Mothership
Score: 200

Motherships show up late in the game, and they are a pain to deal with. If you play the game efficiently, you probably can avoid this ship altogether. If you do happen to get lucky and shoot down a Mothership, by all means send in some agents: It's very profitable, if you get out alive. However, you needn't study the Mothership topic itself. It leads nowhere. (For tactical data on this ship, see Chapter 7.)

Personal Cloaking Field

Facility Required: Standard
Skill Points to Research: 60,000
Required Items/Prerequisites: Personal Cloaking Field (the item itself, recovered from a combat mission)
Score: 150

Invisibility on the battlefield is certainly tempting, but if it sounds too good to be true, it usually is. (For details on this device, see Chapter 3.) Of the many items you're bound to bring back from battle, this one can probably wait in your research queue the longest. Weapons and more conventional forms of agent-protective devices should come first.

Personal Disruptor Shield

Facility Required: Standard
Skill Points to Research: 48,000
Required Items/Prerequisites: Personal Disruptor Shield (the item itself, recovered from a combat mission)
Score: 200

This sophisticated energy field generator offers agents a layer of protection in addition to armor. Not only is it worth investigating from an agent-protection standpoint, it's also a vital prerequisite to researching Disruptor Armor. It's worth putting weapons research temporarily on hold to study this one. (For details on this device, see Chapter 3.)

Retaliator

Facility Required: Advanced
Skill Points to Research: 40,000
Required Items/Prerequisites: Explorer, Alien Assault Ship
Score: 200

The second in the series of X-COM manned interdimensional craft, the Retaliator is a much sturdier and more heavily armed craft than its predecessor, the Explorer. (For a description of the Retaliator's capabilities, see Chapter 3.)

Small Disruption Shield

Facility Required: Advanced
Skill Points to Research: 60,000
Required Items/Prerequisites: Small Disruption Shield (the item itself, recovered from a UFO-based combat mission), Medium Disruptor Beam
Score: 200

Let's face it. When it comes to taking a beating, X-COM craft are wimpy. When you come across something that can improve your ships' defensive strength, jump on it. The Small Disruption Shield, while not the game's best shield, is definitely worth pursuing quickly. Weapons research–and even research on the Advanced Control System–can take a back seat to this one. (For details on this defensive system, see Chapter 3.)

Stasis Bomb

Facility Required: Advanced
Skill Points to Research: 50,000
Required Items/Prerequisites: Stasis Bomb (the item itself, recovered from a UFO-based combat mission), Light Disruptor Beam
Score: 300

At first, Stasis Bombs might seem to be nothing but a novelty weapon. After all, they don't inflict any damage–they just stop ships dead in their tracks for a few seconds. So why bother researching them, especially since this topic isn't a prerequisite for anything else? The answer is that the Stasis Bomb is, perhaps, the single most useful weapon for your vessels to be armed with when you enter the Alien Dimension. (See Chapter 9 for details.) This topic certainly isn't the highest on the list of priorities, but when you have the scientists available, do yourself a favor and research this one. You'll be glad you did.

Vortex Mine

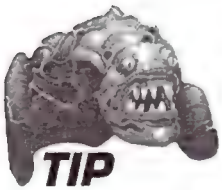
Facility Required: Standard
Skill Points to Research: 36,000
Required Items/Prerequisites: Vortex Mine (the item itself, recovered from a combat mission)
Score: 150

This is a super-powerful explosive device for those who like to leave bombs in their wake. It's also an extremely important tool in all of the missions in the Alien Dimension where the goal is to utterly destroy stuff. Make sure you have researched this topic well in advance of embarking on any of the Alien Dimension missions. (For details on this weapon, see Chapter 3.)

X-COM Disruptor Armor

Facility Required: Standard
Skill Points to Research: 78,000
Required Items/Prerequisites: Personal Disruptor Shield, Disruptor Gun, Small Disruptor Shield
Score: 150

This is it. Drop everything and research Disruptor Armor as soon as you can. This is less bulky than the clunky Megapol Armor you start with and it's sturdier than the Marsec stuff. The only drawback is that this armor has no flight capabilities. But, when combined with a Marsec Body Unit, this is by far the best armor available. (For details on this armor, see Chapter 3.)



The description area at the bottom of the Project Screen incorporates one of Apocalypse's most useful new features. Previously, when it arrived at base from the site of a tactical mission, nearly every research item displayed as "Alien Artifact" on the Project Screen. That's not much to go on when you're trying to choose a logical, efficient order for researching topics. However, now you can view a picture and a brief, speculative description of each item by highlighting it (moving the cursor over its name) on the menu–extremely useful information! You can readily decide the best order to research available topics by looking over these item descriptions.

After you've played the game long enough, you'll come to recognize each item by sight. Until then, match your onscreen picture with those we provide in Chapter 3 to learn what everything is. That way, you can choose wisely.

Table 5-1 lists all the Quantum Physics research topics and their vital statistics.

TABLE 5-1. QUANTUM PHYSICS RESEARCH TOPICS

Topic	Facility Required	Skill Points Required	Prerequisites	Score
Advanced Control System	Advanced	35,000	Light Disruptor Beam, Disruptor Inversion Bomb, Alien Craft Control System	200
Advanced Quantum Physics Lab	Standard	16,000	Alien Craft Propulsion System, Alien Craft Control System, Alien Craft Energy Source	80
Advanced Security Station	Standard	18,000	Light, Medium, and Heavy Disruptor Beam	80
Advanced Workshop	Standard	24,000	Dimension Probe	80
Alien Assault Ship	Standard	14,000	Assault Ship Tactical Mission	120
Alien Battleship	Standard	20,000	Battleship Tactical Mission	200
Alien Bomber	Standard	16,000	Bomber Tactical Mission	150
Alien Craft Control System	Standard	30,000	Item	150
Alien Craft Energy Source	Standard	25,000	Item	150
Alien Craft Propulsion	Standard	25,000	Item	150
Alien Destroyer	Standard	14,000	Destroyer Tactical Mission	120
The Alien Dimension	Standard	6,000	Send Probe through Dimension Gate	50
Alien Escort	Standard	16,000	Escort Tactical Mission	150
Alien Fast Attack Ship	Standard	12,000	Fast Attack Ship Tactical Mission	100
Alien Mothership	Standard	20,000	Mothership Tactical Mission	200
Alien Probe	Standard	8,000	Probe Tactical Mission	80
Alien Scout	Standard	10,000	Scout Tactical Mission	80
Alien Transporter	Standard	12,000	Transporter Tactical Mission	100
Annihilator	Advanced	55,000	Retaliator, Alien Battleship	300
Biotrans	Advanced	24,000	Dimension Probe, Alien Transporter	100
Boomeroid	Standard	28,000	Item	150
Cloaking Field	Advanced	70,000	Item + Large Disruption Shield	200
Devastator Cannon	Standard	38,000	Item + Disruptor Gun	200
Dimension Gate	Standard	5,000	Presence of Dimension Gate	50
Dimension Missile	Standard	12,000	Item	150

TABLE 5-1. QUANTUM PHYSICS RESEARCH TOPICS CONTINUED

Topic	Facility Required	Skill Points Required	Prerequisites	Score
Dimension Missile Launcher	Standard	32,000	Item	150
Dimension Probe	Standard	18,000	Alien Craft Propulsion, Alien Craft Control System, Alien Craft Energy Source	80
Disruptor Inversion Bomb	Advanced	60,000	Item + Light Disruptor Beam	300
Disruptor Gun	Standard	24,000	Item	100
Disruptor Multibomb	Advanced	80,000	Item + Light Disruptor Beam	400
Explorer	Advanced	28,000	Biotrans, Alien Destroyer	120
Heavy Disruptor Beam	Advanced	70,000	Item	400
Large Disruption Shield	Advanced	105,000	Item + Heavy Disruptor Beam	300
Light Disruptor Beam	Advanced	26,000	Item	200
Medium Disruptor Beam	Advanced	46,000	Item	300
Personal Cloaking Field	Standard	60,000	Item	150
Personal Disruptor Shield	Standard	48,000	Item	200
Retaliator	Advanced	40,000	Explorer, Alien Assault Ship	200
Small Disruption Shield	Advanced	60,000	Item + Medium Disruptor Beam	200
Stasis Field Bomb	Advanced	50,000	Item + Light Disruptor Beam	300
Vortex Mine	Standard	36,000	Item	150
X-COM Disruptor Armor	Standard	78,000	Personal Disruptor Shield, Disruptor Gun, Small Disruption Shield	150

Biochemistry Topics

While your quantum physicists are busy studying alien hardware, your biochemists are busy studying alien software–the aliens themselves. It's Biochemistry's job to learn as much as possible about the aliens, pinpoint their weaknesses and motives, and come up with solutions to the alien crisis plaguing Mega-Primus.

Advanced Bio-Laboratory

Facility Required: Standard
Skill Points to Research: 16,000
Required Items/Prerequisites: Any alien or alien autopsy research (except for the Queenspawn, Queenspawn Autopsy, or Overspawn Autopsy)
Score: 80

This should always be number three on your Biochemistry research list. As soon as you're able to build Bio-Transport Modules, you start bringing aliens back from combat missions. This topic becomes available after you've researched the first alien or alien autopsy. Always replace or augment your standard labs with advanced versions as soon as you can. It really speeds up research and the larger lab is required for many of the more advanced research topics.

Alien Farm (Alien Building 3)

Facility Required: Standard
Skill Points to Research: 25,000
Required Items/Prerequisites: Tactical mission at the Food Chamber (Alien Building 2)
Score: 300

In order to win the game, your agents must enter and disable the 10 buildings in the Alien Dimension. Before your agents can attack a building, you must first complete research on that building. You get to research the first building–the Sleeping Chambers–as soon as you have completed research on "The Alien Dimension." Each successive alien building research topic becomes available as your agents successfully disable the preceding building.

The Alien Farm is the third building you'll attack. This topic becomes available after the Food Chamber building has been disabled.

Alien Gas

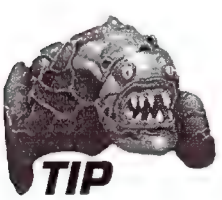
Facility Required: Advanced
Skill Points to Research: 28,000
Required Items/Prerequisites: Queenspawn, Queenspawn Autopsy, Toxin Type C
Score: 100

Alien Gas can only be developed if you manage to capture the alien Queenspawn–which is found in the Spawning Chambers, alien building 7–alive. While Alien Gas is the most devastating weapon available in the game, it certainly isn't worth the risk this late in the game to try and capture the dangerous alien Queen alive! Stick with Toxin C–an extremely effective bio weapon in its own right–and forget about Alien Gas.

The Alien Genetic Structure

Facility Required: Advanced
Skill Points to Research: 30,000
Required Items/Prerequisites: Multiworm Egg Autopsy, Multiworm Autopsy, Hyperworm Autopsy
Score: 300

This is one of the first pure information topics you'll discover in the Biochemistry field, and it's a pretty important one. This technology is the catalyst for biowarfare research, which culminates in the discovery of the powerful Alien Gas weapons. As soon as this topic becomes available, start researching it.



As soon as your alien and alien autopsy research starts producing ancillary topics such as the Alien Genetic Structure, you might want to think about building more Biochemistry Labs–preferably advanced–if you're not already doing so. By employing multiple labs, you can continue your alien and alien autopsy research (striving for those pesky topics that have a zillion prerequisites) and pursue advanced alien information topics at the same time. This helps to prevent research bottlenecks, and speeds the bioresearch process along nicely.

The Alien Life Cycle

Facility Required: Standard
Skill Points to Research: 35,000
Required Items/Prerequisites: Multiworm, Multiworm Autopsy, Hyperworm, Hyperworm Autopsy, Chrysalis, Chrysalis Autopsy
Score: 400

The Alien Life Cycle is the next step–after the Alien Genetic Structure–in developing biological warfare weaponry. A necessary link in the chain, this probably will be the second pure information topic you'll discover (if you first study alien-based technologies leading to more than one other topic, as recommended). (See "The Best Path through Biochemistry" later in this chapter for details.)

Anthropod

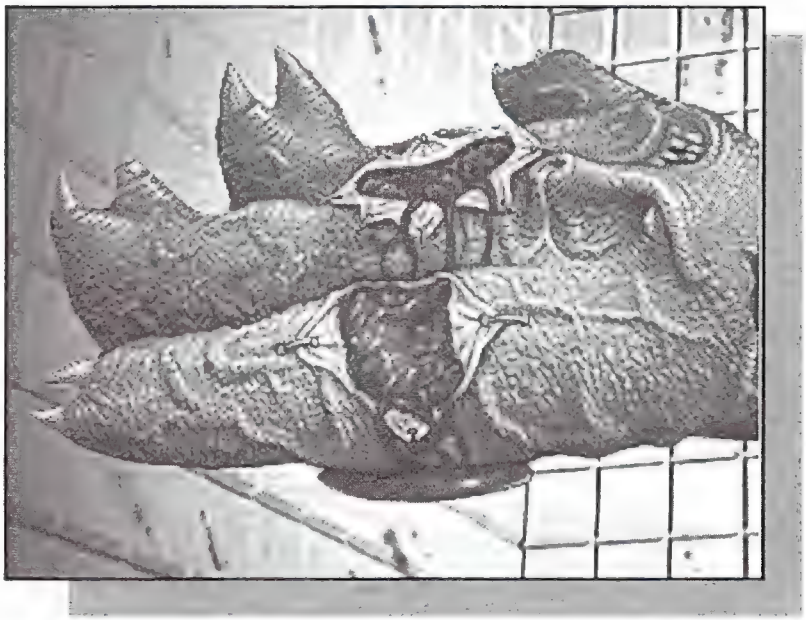
Facility Required: Standard
Skill Points to Research: 15,000
Required Items/Prerequisites: Live Anthropod
Score: 200

Information discovered as a result of examining a live Anthropod is a prerequisite for "The Real Alien Threat."

You'll find full information on all the aliens–strengths, weaknesses, descriptions, and so forth–in Chapter 6.

Anthropod Autopsy

Facility Required: Standard
Skill Points to Research: 10,000
Required Items/Prerequisites: Anthropod Corpse
Score: 200



This Anthropod post-mortem is prerequisite to only "The Real Alien Threat."

Figure 5-5. An Anthropod Autopsy.

Biological Warfare

Facility Required: Advanced
Skill Points to Research: 26,000
Required Items/Prerequisites: The Alien Genetic Structure
Score: 200

This is the first step toward developing biowarfare weapons, and you should research it as soon as you can. This line of research leads to some of the game's most effective weapons. Completing the Biological Warfare research topic allows you to build Toxiguns–the delivery system for the biowarfare toxins–and the first and least powerful biowarfare ammunition, the Toxin A Clip.

NOTE You'll find full information on all the weapons in this section in Chapter 3.

Bio-Transport Module

Facility Required: Standard
Skill Points to Research: 18,000
Required Items/Prerequisites: None
Score: 80

This is the Biochemistry "freebie" technology–the one available at the beginning of the game. This one is pretty vital, however. In fact, just about every Biochemistry topic depends on completion of Bio-Transport Module research. Without this craft add-on, you can't bring aliens back to the base for study. And with no aliens to study, what would the biochemists have to do?

Brainsucker

Facility Required: Standard
Skill Points to Research: 12,000
Required Items/Prerequisites: Live Brainsucker
Score: 120

Information on a live Brainsucker is a prerequisite to "The Real Alien Threat."

Brainsucker Autopsy

Facility Required: Standard
Skill Points to Research: 7,000
Required Items/Prerequisites: Brainsucker Corpse
Score: 120

This postmortem of the Brainsucker alien is a prerequisite to "The Real Alien Threat."

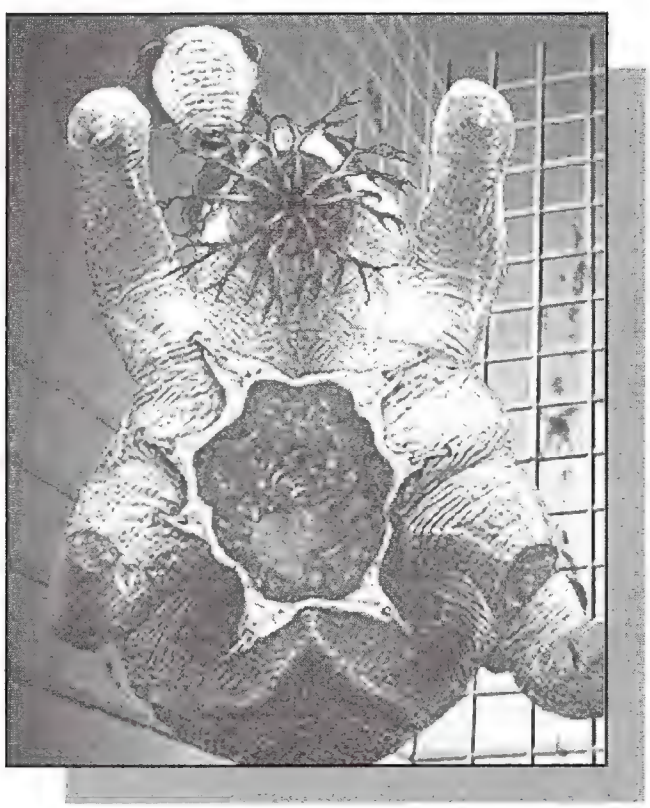


Figure 5-6.
The Brainsucker Postmortem.

Brainsucker Launcher

Facility Required: Standard
Skill Points to Research: 8,000
Required Items/Prerequisites: Brainsucker Launcher (the item itself, recovered from a combat mission)
Score: 100

The Brainsucker Launcher is one of the few Biochemistry red herrings. All you get by studying this topic is a paragraph of information that amounts to "X-COM can't use this weapon." It's a waste of research time and space. When you bring these things back from a combat mission, don't bother studying them unless you've nothing better to do. If you do research them, sell them off as soon as possible–they fetch a nice profit.

Brainsucker Pod

Facility Required: Standard
Skill Points to Research: 6,000
Required Items/Prerequisites: Live Brainsucker Pod
Score: 100

This is merely the hard protective shell encasing a Brainsucker for firing from a Brainsucker Launcher. You usually get one when you bring the Launcher itself back from a tactical mission, but don't waste your time researching when you get back to base. Of all the "live alien" technologies, this is perhaps the least important.

Chrysalis

Facility Required: Standard
Skill Points to Research: 15,000
Required Items/Prerequisites: Live Chrysalis
Score: 150

Examining a live Chrysalis is prerequisite to both "The Alien Life Cycle" and "The Real Alien Threat."

Chrysalis Autopsy

Facility Required: Standard
Skill Points to Research: 10,000
Required Items/Prerequisites: Chrysalis Corpse
Score: 150

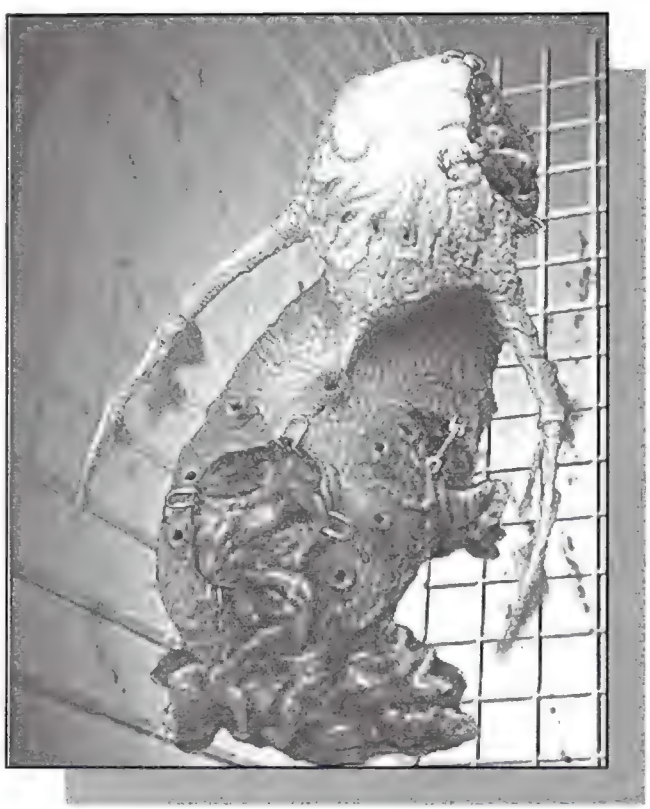


Figure 5-7.
The Innards of a Chrysalis.

Examining a dead Chrysalis is prerequisite to both "The Alien Life Cycle" and "The Real Alien Threat."

Control Chamber (Alien Building 6)

Facility Required: Standard
Skill Points to Research: 35,000
Required Items/Prerequisites: Tactical mission at the Incubator Chamber (Alien Building 5)
Score: 400

The Control Chamber is the sixth building you will attack in the Alien Dimension. This topic becomes available after the Incubator Chamber has been disabled.

Dimension Gate Generator (Alien Building 10)

Facility Required: Standard
Skill Points to Research: 35,000
Required Items/Prerequisites: Tactical mission at the Megapod Chamber (Alien Building 9)
Score: 400

The Dimension Gate is the final alien building you need to disable. It becomes available for research as soon as the Megapod Chamber has been successfully disabled.

Entropy Launcher

Facility Required: Standard
Skill Points to Research: 8,000
Required Items/Prerequisites: Entropy Launcher (the item itself, returned from a combat mission)
Score: 100

The Entropy Launcher, like the Brainsucker Launcher, is one of the aliens' genetically engineered weapons; and, like the Brainsucker Launcher, the Entropy Launcher doesn't work against aliens and X-COM can't replicate it. So why should you waste your time

researching it? The answer is, *you shouldn't,* unless your biochemists have nothing better to do. If you do research them, immediately sell them. They take up valuable storage space.

Entropy Pod

Facility Required: Standard
Skill Points to Research: 5,000
Required Items/Prerequisites: Entropy Pod (the item itself, returned from a combat mission)
Score: 100

This is the useless ammunition for the useless Entropy Launcher. Same advice: Don't bother researching these things, unless you have nothing else to do. Then eliminate them as soon as you get them and buy yourself something nice.

Food Chambers (Alien Building 2)

Facility Required: Standard
Skill Points to Research: 40,000
Required Items/Prerequisites: Tactical mission at the Sleeping Chamber (Alien Building 1)
Score: 300

The alien Food Chamber is the second building you will attack in the Alien Dimension. This topic becomes available after the Sleeping Chamber building has been disabled.

Hyperworm

Facility Required: Standard
Skill Points to Research: 15,000
Required Items/Prerequisites: Live Hyperworm
Score: 150

The intelligence report on a live Hyperworm is prerequisite to both "The Alien Genetic Structure" and "The Real Alien Threat."

Hyperworm Autopsy

Facility Required: Standard
Skill Points to Research: 70,000
Required Items/Prerequisites:
Hyperworm Corpse
Score: 150

The research report on a dead Hyperworm is prerequisite to "The Alien Genetic Structure," "The Alien Life Cycle," and "The Real Alien Threat," making it one of the most lucrative alien-based research topics.

Figure 5-8.
The Hyperworm Autopsy.

Incubator Chamber (Alien Building 5)

Facility Required: Standard
Skill Points to Research: 25,000
Required Items/Prerequisites: Tactical mission at the Maintenance Factory (Alien Building 4)
Score: 300

The Incubator Chamber is the fifth building you will attack in the Alien Dimension. This topic becomes available after the Maintenance Factory has been disabled.

Maintenance Factory (Alien Building 4)

Facility Required: Standard
Skill Points to Research: 25,000
Required Items/Prerequisites: Tactical mission at this alien dimension building type
Score: 300

The Maintenance Factory is the fourth building you will attack in the Alien Dimension. This topic becomes available after the Alien Farm has been disabled.

Megapod Chamber (Alien Building 9)

Facility Required: Standard
Skill Points to Research: 40,000
Required Items/Prerequisites: Tactical mission at the Organic Factory (Alien Building 8)
Score: 400

The Megapod Chamber is the next to last building you will attack in the Alien Dimension. This topic becomes available after the Organic Factory has been disabled.

Megaspawn

Facility Required: Advanced
Skill Points to Research: 22,000
Required Items/Prerequisites: Live Megaspawn
Score: 200

Examining a live Megaspawn, one of the most formidable aliens, is prerequisite to only "The Real Alien Threat." You can't research this topic until after you build an Advanced Bio-Laboratory.

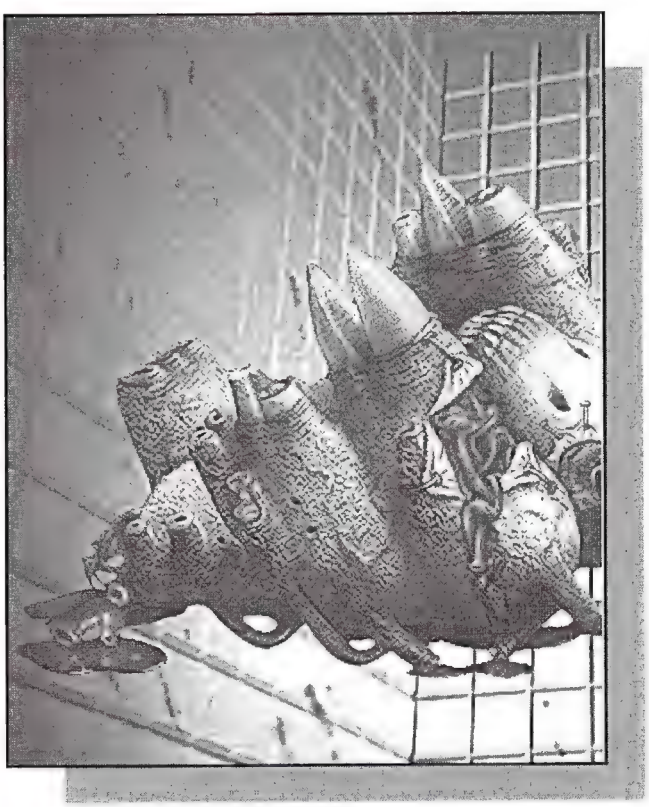


Figure 5-9.
The Guts of a Megaspawn.

Megaspawn Autopsy

Facility Required: Advanced
Skill Points to Research: 16,000
Required Items/Prerequisites: Megaspawn Corpse
Score: 200

The Megaspawn postmortem is prerequisite to "The Real Alien Threat." Again, you can't perform this autopsy until you have access to an Advanced Bio-Laboratory.

Micronoid Aggregate

Facility Required: Standard
Skill Points to Research: 26,000
Required Items/Prerequisites: Live Micronoid Aggregate
Score: 300

Studying a live specimen of this weird alien–which actually lives in the bloodstream of other aliens–is, according to the UFOPedia, "an essential stem in the advancement of our knowledge." Although this is a fascinating alien, the facts just don't bear out that statement. As with so many, this is prerequisite to only one topic–"The Real Alien Threat."

Micronoid Aggregate Autopsy

Facility Required: Standard
Skill Points to Research: 20,000
Required Items/Prerequisites:
Micronoid Aggregate "Corpse"
Score: 300

Examining a dead Micronoid Aggregate, although interesting, is prerequisite to only "The Real Alien Threat."

Figure 5-10.
The Autopsy of the "All-Important" Micronoid Aggregate.

Multiworm

Facility Required: Standard
Skill Points to Research: 15,000
Required Items/Prerequisites:
Multiworm Corpse
Score: 150

This Multiworm postmortem is prerequisite to "The Alien Life Cycle" and "The Real Alien Threat." When researched, this Alien gives you a live Hyperworm.

Multiworm Autopsy

Facility Required: Standard
Skill Points to Research: 90,000
Required Items/Prerequisites:
Multiworm Corpse
Score: 120

Examining a dead Multiworm is actually prerequisite to three topics–: "The Alien Genetic Structure," "The Alien Life Cycle," and "The Real Alien Threat." That makes Multiworm Autopsy a valuable alien-based research topic.

Figure 5-11. A Multiworm Passes Its Postmortem Exam.

Multiworm Egg

Facility Required: Standard
Skill Points to Research: 12,000
Required Items/Prerequisites:
Live Multiworm Egg
Score: 120

Examining a "dead" Multiworm Egg is a prerequisite to "The Real Alien Threat."

Multiworm Egg Autopsy

Facility Required: Standard
Skill Points to Research: 80,000
Required Items/Prerequisites: Multiworm Egg "Corpse"
Score: 120

Examining a "dead" Multiworm Egg is a prerequisite to both "The Alien Genetic Structure" and "The Real Alien Threat."

Organic Factory (Alien Building Type 6)

Facility Required: Standard
Skill Points to Research: 25,000
Required Items/Prerequisites: Tactical mission at this alien dimension building type
Score: 300

This is one of the buildings in the alien dimension you must attack with your agents and research.

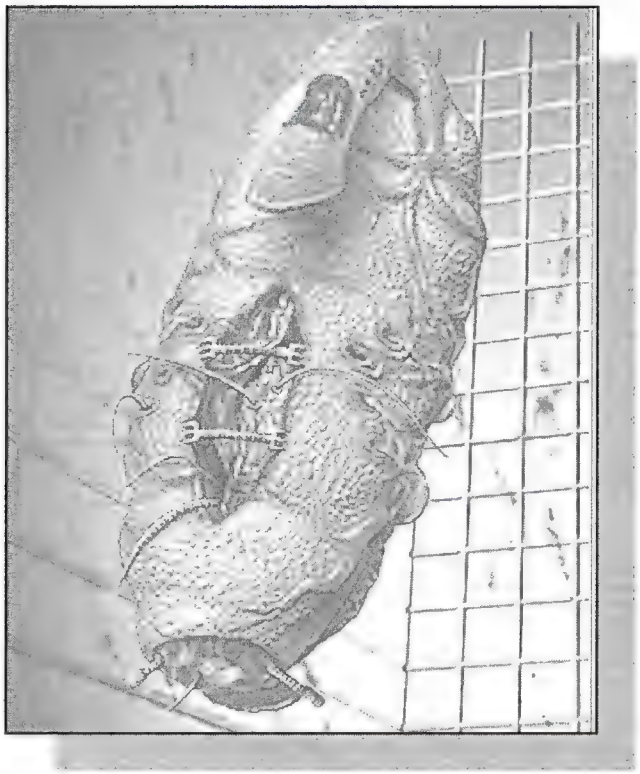


Figure 5-12. You Have to Break a Few Multiworm Eggs . . .

Overspawn Autopsy

Facility Required: Advanced
Skill Points to Research: 20,000
Required Items/Prerequisites: Overspawn Corpse
Score: 400

You needn't bother studying dead Overspawn unless you need the research points.

Figure 5-13. An Overspawn Autopsy.

Popper

Facility Required: Standard
Skill Points to Research: 9,000
Required Items/Prerequisites:
Live Popper
Score: 150

Examining a live Popper is a prerequisite to "The Real Alien Threat." Fight your urge to blast these things from long range and find a way to bring one back alive. That's more easily said than done, however: They explode at the drop of a hat. (Stunning tactics for the Popper can be found in Chapter 6.)

Figure 5-14. A Popper Postmortem.

Popper Autopsy

Facility Required: Standard
Skill Points to Research: 6,000
Required Items/Prerequisites:
Popper Corpse
Score: 150

Examining a dead Popper is a prerequisite to "The Real Alien Threat."

Psimorph

Facility Required: Advanced
Skill Points to Research: 15,000
Required Items/Prerequisites: Live Psimorph
Score: 250

Examining a live Psimorph is a prerequisite only to "The Real Alien Threat." This is one of the few alien examinations you must put off until you can access an Advanced Bio-Laboratory.

Psimorph Autopsy

Facility Required: Advanced
Skill Points to Research: 10,000
Required Items/Prerequisites: Psimorph Corpse
Score: 250

As with the live Psimorph, examining a dead Psimorph is a prerequisite for only "The Real Alien Threat." You must delay performing this examination, too, until an Advanced Bio-Laboratory is available.

Figure 5-15. A Psimorph Autopsy.

Queenspawn

Facility Required: Advanced
Skill Points to Research: 32,000
Required Items/Prerequisites: Live Queenspawn
Score: 350

The alien Queen, or Queenspawn, is an entirely unique creature that is found in only one place–the Spawning Chamber building in the Alien Dimension. That means you'll never even encounter this alien until you are fairly close to completing the game. Why

study it? Well, it leads to the development of Alien Gas, arguably the most lethal weapon in the game. However, it is so difficult to even *get to* the alien Queen–much less *capture* her–that it isn't really worth the loss of valuable agents to attempt to capture her alive. In practice, you'll seldom if ever get the opportunity to research this topic.

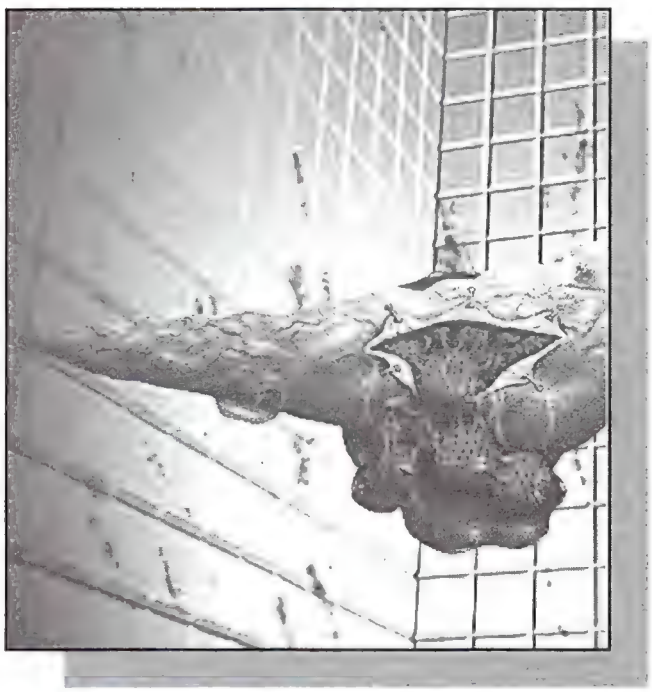


Figure 5-16. Studying Queenspawn Remains.

Queenspawn Autopsy

Facility Required: Advanced
Skill Points to Research: 26,000
Required Items/Prerequisites:
Queenspawn Corpse
Score: 350

This is the autopsy of the alien Queen. You'll only get the opportunity to study this if your ship is equipped with a Bio-Transport Module when you run the tactical mission to disable the alien Spawning Chamber. Unless you manage to bring the Queen back alive and research her before she dies, there is absolutely no point in researching this topic.

The Real Alien Threat

Facility Required: Standard
Skill Points to Research: 45,000
Required Items/Prerequisites: Every alien and alien autopsy except: Brainsucker Pod, Queenspawn, Queenspawn Autopsy, Overspawn Autopsy
Score: 500

Yes, you read it right: You must research virtually every alien type for an opportunity to determine "The Real Alien Threat." No other research topic is such a chore to obtain. And you don't have much choice: This information is vital to developing the bioweapons that are so effective in the latter portions of the game. Follow the simple guidelines in the next section, however, and this topic eventually becomes available as you doggedly research the aliens and their remains.

Skeletoid

Facility Required: Standard
Skill Points to Research: 18,000
Required Items/Prerequisites: Skeletoid
Score: 200

The information you glean by studying a live Skeletoid is another prerequisite to "The Real Alien Threat."

Skeletoid Autopsy

Facility Required: Standard
Skill Points to Research: 12,000
Required Items/Prerequisites:
Skeletoid Corpse
Score: 200

Examining this pesky flying alien's remains is a prerequisite to "The Real Alien Threat."

Figure 5-17. Skeletoid Autopsy.

Sleeping Chambers (Alien Building 1)

Facility Required: Standard
Skill Points to Research: 25,000
Required Items/Prerequisites:
The Alien Dimension mission at this alien dimension building type
Score: 300

The Sleeping Chamber is the first building you attack in the Alien Dimension. This topic becomes available after you have finished research on "The Alien Dimension."

Spawning Chambers (Alien Building 7)

Facility Required: Standard
Skill Points to Research: 25,000
Required Items/Prerequisites: Tactical mission at the Control Chamber (Alien Building 6)
Score: 300

The Spawning Chambers, home of the alien Queen, is the seventh building you'll attack in the Alien Dimension. This topic becomes available after the Control Chamber building has been disabled.

Spitter

Facility Required: Standard
Skill Points to Research: 12,000
Required Items/Prerequisites: Live Spitter
Score: 150

Examining a live Spitter is just one of many prerequisites to "The Real Alien Threat."

Figure 5-18. A Spitter Postmortem.

Spitter Autopsy

Facility Required: Standard
Skill Points to Research: 8,000
Required Items/Prerequisites: Spitter Corpse
Score: 150

Information from studying a Spitter corpse is a prerequisite to "The Real Alien Threat."

Toxin Type B

Facility Required: Advanced
Skill Points to Research: 15,000

Required Items/Prerequisites: Alien Life Cycle, Biological Warfare
Score: 100

Knowledge of this second ordnance in the biowarfare weapons line allows you to build Toxin B Clips for the Toxigun. It's also a necessary step toward developing Alien Gas, the game's most lethal weapon.

Toxin Type C

Facility Required: Advanced
Skill Points to Research: 15,000
Required Items/Prerequisites: "The Real Alien Threat," Toxin Type B
Score: 100

This is the last step in the bioweapons line prior to discovering Alien Gas. You usually must wait a bit to get here, again because of the prerequisite-heavy "The Real Alien Threat"–in turn, a prerequisite to this technology. Discovering Toxin Type C allows you to build Toxin C Clips for the Toxigun.

Table 5-2 lists all the Biochemistry research topics and their statistics.

TABLE 5-2. BIOCHEMISTRY RESEARCH TOPICS

Topic	Facility Required	Skill Points Required	Prerequisites	Score
Advanced Bio-Laboratory	Advanced	16,000	Any alien or alien autopsy except Overspawn Autopsy	80
Alien Farm	Standard	25,000	Tactical mission at Food Chambers	300
Alien Gas	Advanced	28,000	Queenspawn and Queenspawn Autopsy, Toxin Type C	100
"The Alien Genetic Structure"	Advanced	30,000	Multiworm Egg Autopsy, Multiworm Autopsy, Hyperworm Autopsy	300
"The Alien Life Cycle"	Standard	35,000	Multiworm Egg and Multiworm Egg Autopsy, Multiworm and Multiworm Autopsy, Chrysalis and Chrysalis Autopsy	400

TABLE 5-2. BIOCHEMISTRY RESEARCH TOPICS CONTINUED

Topic	Facility Required	Skill Points Required	Prerequisites	Score
Anthropod	Standard	15,000	Live Anthropod	200
Anthropod Autopsy	Standard	10,000	Anthropod Corpse	200
Bio-Transport Module	Standard	18,000	None	80
Biological Warfare	Advanced	26,000	Alien Genetic Structure	200
Brainsucker	Standard	12,000	Live Brainsucker	120
Brainsucker Autopsy	Standard	7,000	Brainsucker Corpse	120
Brainsucker Launcher	Standard	8,000	Item	100
Brainsucker Pod	Standard	6,000	"Live" Brainsucker Pod	100
Chrysalis	Standard	15,000	Live Chrysalis	150
Chrysalis Autopsy	Standard	10,000	Chrysalis Corpse	150
Control Chamber	Standard	35,000	Tactical mission at Control Chamber	400
Dimension Gate Generator	Standard	35,000	Tactical mission at Megapod Chamber	400
Entropy Launcher	Standard	8,000	Item	100
Entropy Pod	Standard	5,000	Item	100
Food Chambers	Standard	40,000	Tactical mission at Sleeping Chamber	300
Hyperworm	Standard	15,000	Live Hyperworm	150
Hyperworm Autopsy	Standard	70,000	Hyperworm Corpse	150
Incubator	Standard	25,000	Tactical mission at Maintenance Factory	300
Maintenance Factory	Standard	25,000	Tactical mission at Alien Farm	300
Megapod Chambers	Standard	40,000	Tactical mission at Organic Factory	400
Megaspawn	Advanced	22,000	Live Megaspawn	200
Megaspawn Autopsy	Advanced	16,000	Megaspawn Corpse	200
Micronoid Aggregate	Standard	26,000	Live Micronoid Aggregate	300
Micronoid Aggregate Autopsy	Standard	20,000	Micronoid Aggregate "Corpse"	300
Multiworm	Standard	15,000	Live Multiworm	150
Multiworm Autopsy	Standard	90,000	Multiworm Corpse	120
Multiworm Egg	Standard	12,000	Live Multiworm Egg	120
Multiworm Egg Autopsy	Standard	80,000	Multiworm Egg "Corpse"	120
Organic Factory	Standard	25,000	Tactical mission at Spawning Chamber	300
Overspawn Autopsy	Advanced	20,000	Overspawn Corpse	400
Popper	Standard	9,000	Live Popper	150

TABLE 5-2. BIOCHEMISTRY RESEARCH TOPICS CONTINUED

Topic	Facility Required	Skill Points Required	Prerequisites	Score
Popper Autopsy	Standard	6,000	Popper Corpse	150
Psimorph	Advanced	15,000	Live Psimorph	250
Psimorph Autopsy	Advanced	10,000	Psimorph Corpse	250
Queenspawn	Advanced	32,000	Live Queenspawn	350
Queenspawn Autopsy	Advanced	26,000	Queenspawn Corpse	350
"The Real Alien Threat"	Standard	45,000	All aliens and alien autopsies except: Brainsucker Pod, Queenspawn, Queenspawn Autopsy, Overspawn Autopsy	500
Skeletoid	Standard	18,000	Live Skeletoid	200
Skeletoid Autopsy	Standard	12,000	Skeletoid Corpse	200
Sleeping Chambers	Standard	25,000	The Alien Dimension	300
Spawning Chambers	Standard	25,000	Tactical mission at Control Chamber	300
Spitter	Standard	12,000	Live Spitter	150
Spitter Autopsy	Standard	8,000	Spitter Corpse	150
Toxin Type B	Advanced	15,000	Alien Life Cycle, Biological Warfare	100
Toxin Type C	Advanced	15,000	Real Alien Threat, Toxin Type B	100

The Apocalypse Research Tree

The *Apocalypse* research tree, viewed graphically, is a complex thing to behold. If you've read through the previous sections, however, you'll follow it easily.

Figures 5-19 through 5-23 show the various sections of the tree.

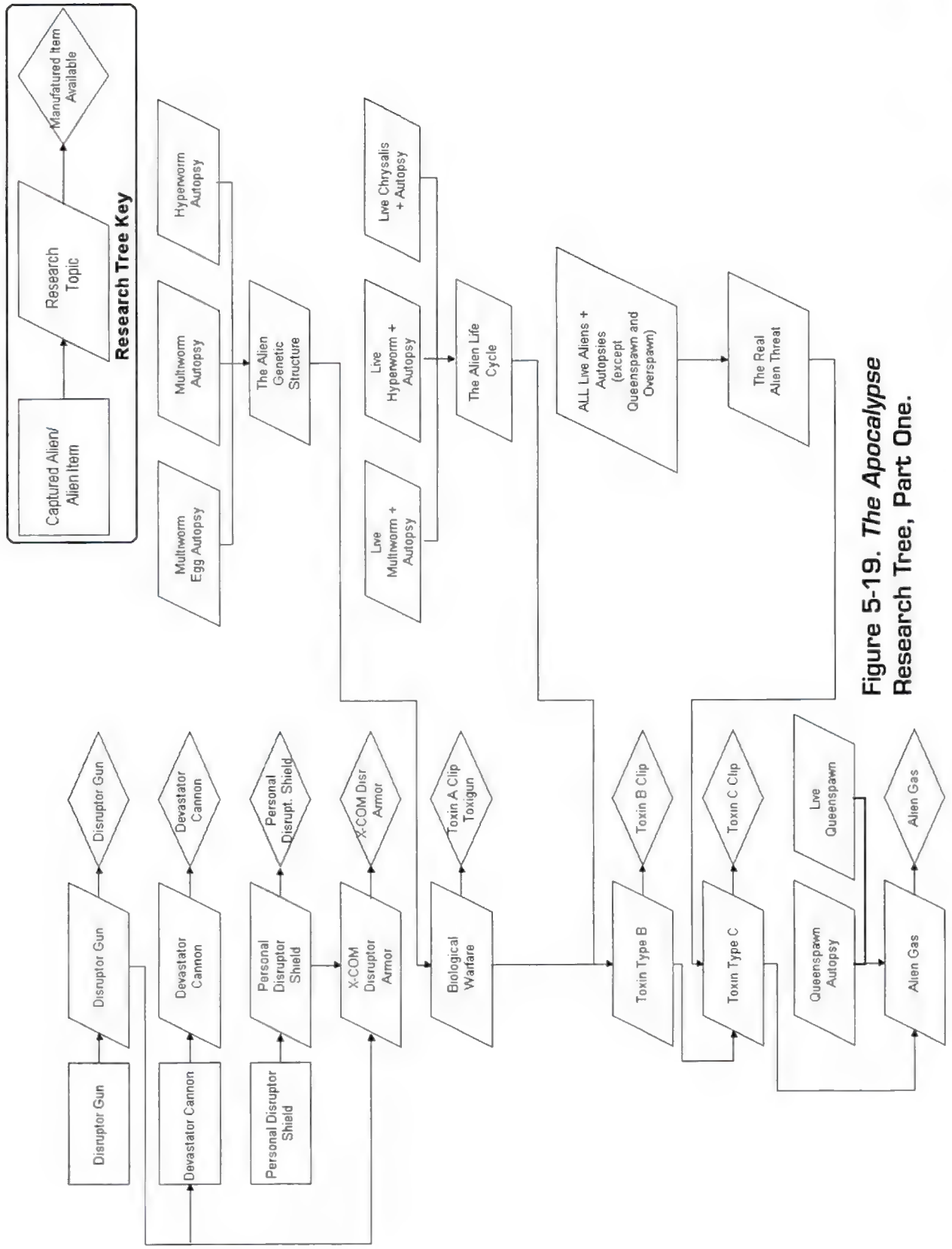


Figure 5-19. *The Apocalypse* Research Tree, Part One.

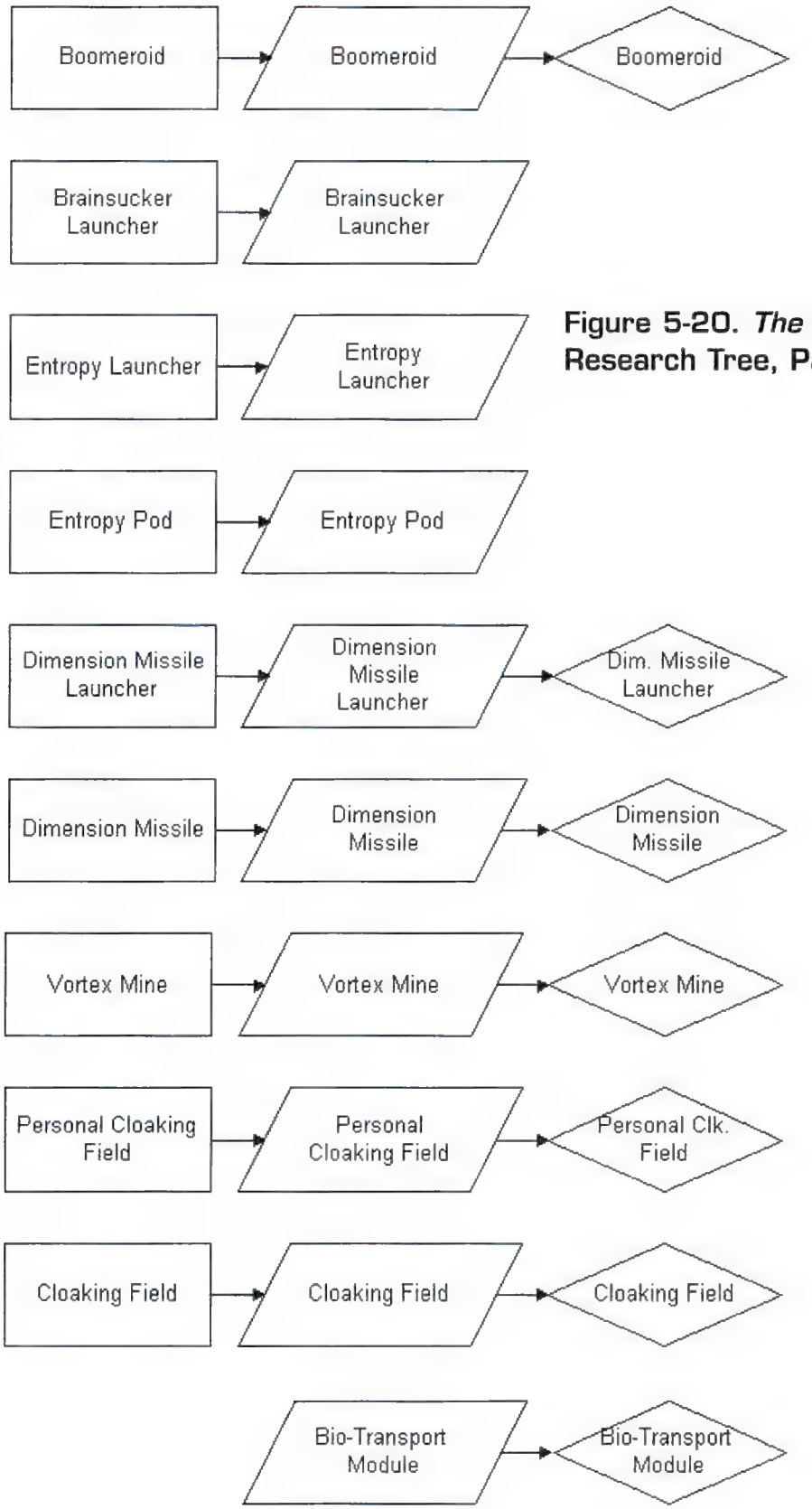


Figure 5-20. ***The Apocalypse*** **Research Tree, Part Two.**

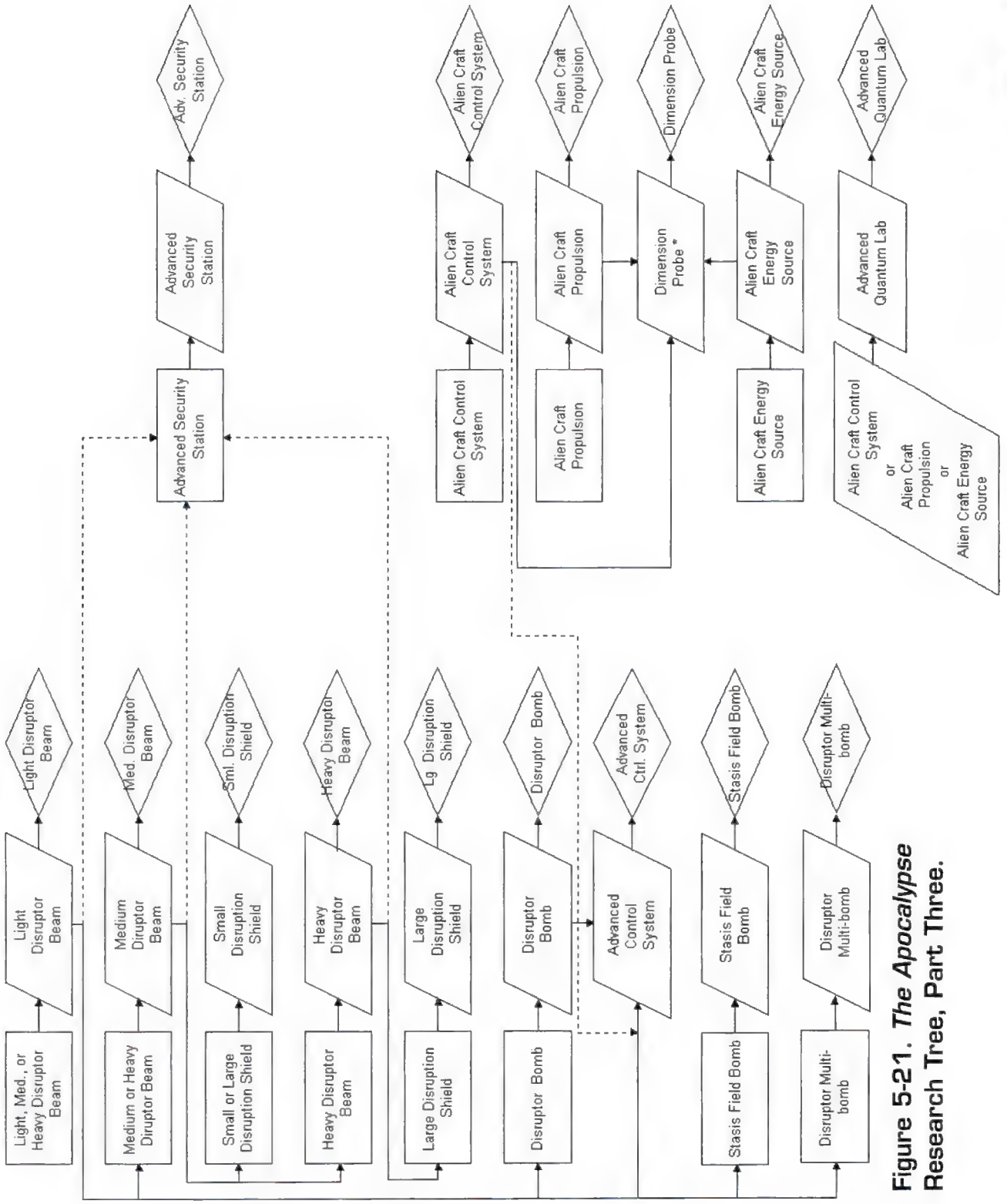


Figure 5-21. ***The Apocalypse*** **Research Tree, Part Three.**

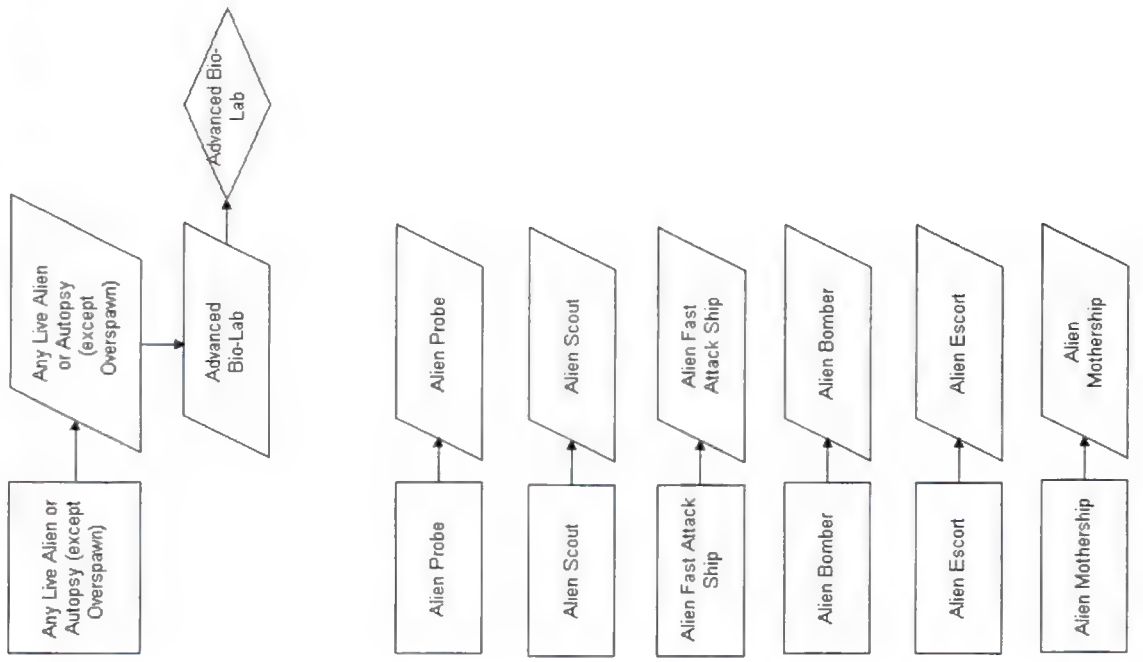


Figure 5-22. ***The Apocalypse*** **Research Tree, Part Four.**

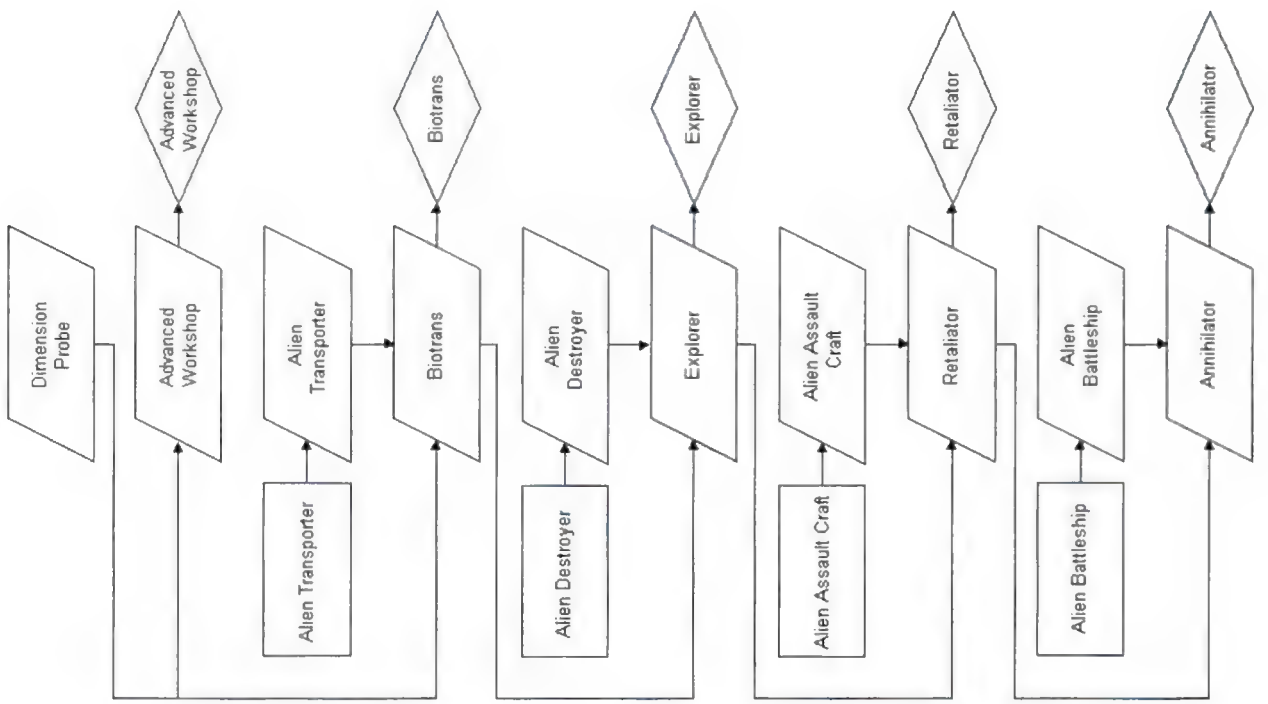
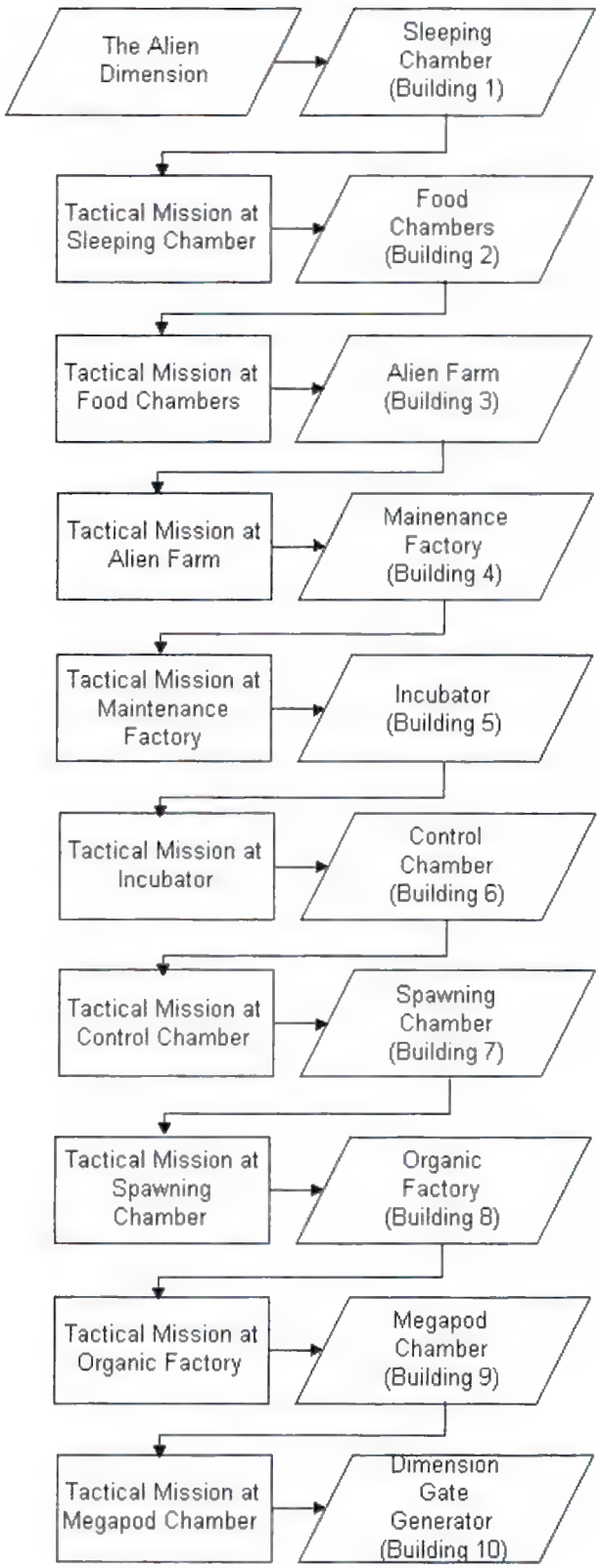


Figure 5-23. *The Apocalypse* Research Tree, Part Five.



Research Strategies

In addition to knowing as much as possible about all the available research topics, employing some useful strategies can make the research portion of the game relatively painless.

The Best Path through Biochemistry

Apocalypse is insidious when it comes to prerequisites for research items. This is especially true when it comes to Biochemistry. Veterans of the first two *X-COM* games are probably used to being pretty lax when it comes to alien autopsies and live alien examinations; although some alien-based research was necessary, players weren't required to examine and autopsy each and every alien!

Not so here. Prerequisites for a few very picky technologies in the Biochemistry field force you to examine and autopsy every alien except the Brainsucker Pod. No use complaining, that's just the way it is.

This need to research everything may tempt you to proceed helter-skelter through the tree, researching things at random until you have everything. There is, however, a better way. Use the following guidelines to get through the Biochemistry research tree quickly and painlessly.

- *Start with the Bio-Transport Module (a natural choice–it's the first thing you can research).*
- *Proceed to the aliens, starting with aliens prerequisite to more than one research topic (for example, Multiworm Autopsy, Multiworm Egg Autopsy, and Hyperworm Autopsy.) Note that, in Apocalypse, performing autopsies is usually more important to ongoing research than studying live aliens.*
- *The next concrete item you need is the Advanced Bio-Laboratory. Luckily, you get a chance for this one after you research your first alien. Stop your alien research long enough to get it out of the way. (By the way, start building an Advanced Bio-Laboratory ASAP once you complete the research on them.)*
- *Go on to the "information" topics as they become available–topics such as the Alien Life Cycle.*
- *Finally, once you have researched the "Alien Dimension" topic, you can start researching alien buildings. The first one becomes available right after the "Alien Dimension" is completed. Each of the successive alien building topics becomes available after you complete a tactical mission in the prior building. Obviously, you'll need to research all of these in order to run the final 10 missions you need to complete the game.*

In practice, all the research on the Biochemistry side usually just falls into place. The foregoing guidelines should help you breeze right through. There aren't nearly as many variables here as there are in the Quantum Physics section.

Climbing the Quantum Physics Research Tree

Speaking of Quantum Physics, what's the best way through *that* set of topics? Unfortunately, it's not as cut and dry as the Biochemistry section. The topics here are less connected to one another than they are in Biochemistry, and often you'll base your decision on need rather than an ultimate research goal. There are a few relevant guidelines, however.

- *Start with the Dimension Gates topic; it's all you can do at the beginning of the game.*
- *Along with Advanced Bio-Laboratory, make the Advanced Quantum Physics Lab an early priority. That means making a quick visit or two to crashed alien ships to retrieve alien components prerequisite to the lab.*
- *Next, go for better weapons. Concentrate on those prerequisite to other weapons, advanced craft, and other equipment. The best weapon to start with is the Disruptor Gun. Not only is it (probably) among the first alien weapons you'll pick up on a tactical mission, it's also the basis for a better weapon (the Devastator Cannon) and some advanced armor (Disruptor Armor). You'll need these things to proceed (see the next point).*
- *Next, you'll need advanced ships and the weapons that go with them. That means UFO tactical missions. Conserve your agents and ammo by concentrating on UFO prerequisites to X-COM interdimensional craft–Alien Transporters, Destroyers, Assault Ships, and Battleships.*

Once you've done all this, you'll probably have some time while the biochemists finish their own research. Use that time to go back and pick up any advanced weaponry you skipped earlier.

Research Topics You'll Never Need

Again, *Apocalypse*'s prerequisites force you to research almost every topic available. *Almost*. Although you can't cut too many corners, you can ignore all the following research topics and still complete the game:

- *Alien Gas*
- *Boomeroid*
- *Brainsucker Launcher*
- *Brainsucker Pod*
- *Cloaking Field*
- *Dimension Missile*
- *Dimension Missile Launcher*
- *Disruptor Multibomb*
- *Entropy Launcher*
- *Entropy Pod*
- *Fast Attack Ship*
- *Mothership*
- *Overspawn Autopsy*
- *Personal Cloaking Field*
- *Probe*
- *Queenspawn*
- *Queenspawn Autopsy*
- *Scout*
- *Vortex Mine*

NOTE

Some items, such as X-COM Disruptor Armor and Advanced Security Stations, while not prerequisite to necessary research, are much too useful to be without. All such items are left off the foregoing "research topics to ignore" list.

Managing Research Facilities and Personnel

Besides staffing your labs with the most skilled scientists available (see the "Tip" earlier in this chapter), you also must make sure to utilize your facilities to their fullest capacity. Keep the following points in mind as you manage your research facilities:

- *Keep your scientists occupied. Remember that only five scientists can work in a single lab at any given time (10 in an advanced lab). Maintaining a staff of scientists in either discipline in excess of available lab space is wasteful. Fire the least-skilled members of the staff until the number of quantum physicists and biochemists matches the lab space available to each discipline.*

Conversely, not staffing each available lab with a full complement of scientists costs you research time. You should staff five scientists for each available standard lab, and 10 for each advanced lab.

Remember that you can research only one topic per lab. It might be worth your while to maintain and staff multiple labs in each discipline, if you can afford them, and complete your research that much faster.

Ditch the Standard Labs ASAP

This is really a no-brainer, but it warrants mentioning just the same. You need Advanced Bio- and Quantum Laboratories to complete research on some pivotal technologies. That means that, sooner or later, you must build one of each.

Why not build the advanced labs sooner? Doing so allows you to assign 10 scientists to each topic rather than the five of standard labs. Although you can't research advanced topics in standard labs, you *can* research standard topics in advanced labs! And the advanced labs will be available when you really need them.

It's worth the extra maintenance cost for the convenience of having advanced laboratories at your beck and call.

NOTE

Depending on available space and base layout, you might run into some architectural problems when adding the larger advanced laboratories to your bases. If this is the case, you may have to shuffle some base facilities to make things fit. Chapter 2 provides tips on base construction and remodeling.

Chapter Six

Getting to Know the Enemy

Before going into tactical combat, you should make sure your agents carry all the equipment they're likely to need–the right weapons, the right armor, all the little gadgets that make combat safer and easier. This is just common sense. Of course, how can you know what your agents will need until you know what they'll be fighting?

There are a lot of enemies to contend with in *Apocalypse*. Most of X-COM's rivals are aliens, but a number of Mega-Primus citizens just itch for excuses to turn on you and start a war. This chapter prepares you for the creatures and citizens you're likely to encounter in tactical combat, and reveals the potential weaknesses of each.

The Aliens

As you know, X-COM's primary enemies are–and, apparently, always will be–the alien hordes attempting to invade our little backwater planet. The following sections describe all the aliens you'll encounter in your tactical journeys, and provide insight into how best to defeat them. We list the following statistics for each alien:

- *Time Units: The number of Time Units (TUs) the unit has per turn in turn-based combat.*
- *Speed: The unit's speed during real-time combat.*
- *Health: The unit's hit points (the number of points of damage it takes to kill the unit).*
- *Stamina: The total amount of energy the unit has. This differs from speed and Time units in that it decreases over the course of combat due to exertion and activity. You can regain stamina points if the unit remains inactive for a period of time.*
- *Reactions: The speed with which the unit reacts to changing conditions during battle. The higher this statistic, the more likely the unit will perform opportunity fire (in turn-based combat) or the more quickly it will react to a surprise attack (in real-time combat).*
- *Strength: This factor determines how much weight the unit can carry and how far it can throw objects. A unit can carry up to its Strength in weight units without incurring movement penalties.*
- *Bravery: Determines how the unit reacts to deteriorating combat conditions. When the battle turns against a unit with a low Bravery statistic, he or she is more likely to panic. Remember–changes in morale don't affect all alien units. The Bravery statistic for these exceptions is "N/A."*
- *Psi-energy: Every time the unit attempts to perform a psionic attack, it expends energy. The Psi-energy stat represents the maximum amount of psionic attack energy the unit can possess. Psi-energy gradually "recharges" after it's spent.*
- *Psi-attack: The level of ability the unit possesses when it comes to initiating psionic attacks. This statistic is used in the psionic attack equation to determine the success of a psionic attack. The higher the Psi-attack statistic, the more likely the attack will succeed.*
- *Psi-defense: The opposite of Psi-attack, Psi-defense determines the unit's ability to defend against psionic attacks. The higher the stat, the less likely the attack will succeed. (For more information on psionic combat and the related stats, see Chapter 8.)*
- *Accuracy: The unit's base firing and throwing accuracy. This statistic is used in the equation that determines the percentage chance for the unit to hit a target. (See Chapter 8 for details and related equations.)*

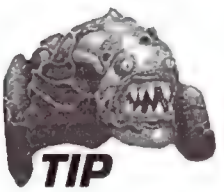
- *Height: How tall the unit is (obviously). This statistic is measured in some manner of abstract measuring units. (As a point of reference, a human being has a Height stat of 32.)*
- *Armor Value: The amount of armor protection the unit has on each body part–head, body, right arm, left arm, and legs. (We discuss armor protection in detail in Chapter 8.)*

Anthropod

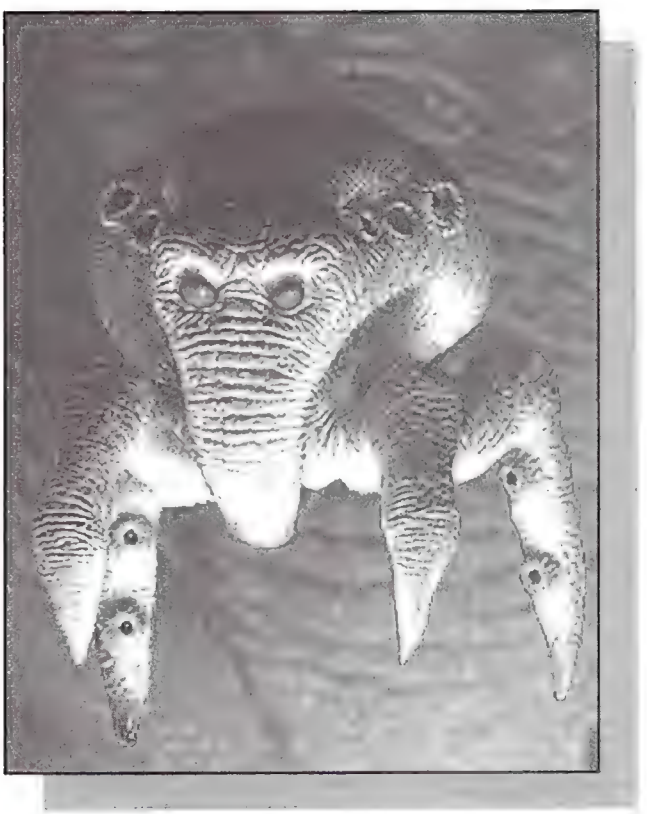
Time Units: 56
Speed: 7
Health: 60
Stamina: 60
Reactions: 22
Strength: 35
Bravery: 80
Psi-energy: 0
Psi-attack: 0
Psi-defense: 40
Accuracy: 100
Height: 32
Armor Value: 5

Anthropods are the "grunts" of this alien invasion, and they're always among the first aliens you encounter. Although they have well-formed brains (according to the UFOPedia), they've been genetically engineered specifically to wage war. They are, with the Skeletoids, one of the two alien races in the game that actually uses equipment and weapons rather than relying on built-in weapons and capabilities.

Anthropods are highly resistant to a number of damage sources, including Stun Gas, normal stun, Toxin A, and Toxin B. However, all other forms of damage seem to affect them normally. Due to their relatively low Psi-defense statistic, Anthropods are relatively susceptible to psionic attacks.



Although the game's numbers seem to indicate high stun-damage resistance, one of the best ways to render a roomful of Anthropods harmless is by tossing in a couple of Stun Grenades. It gets them out of your hair fast, and you get to take some live aliens to the lab.

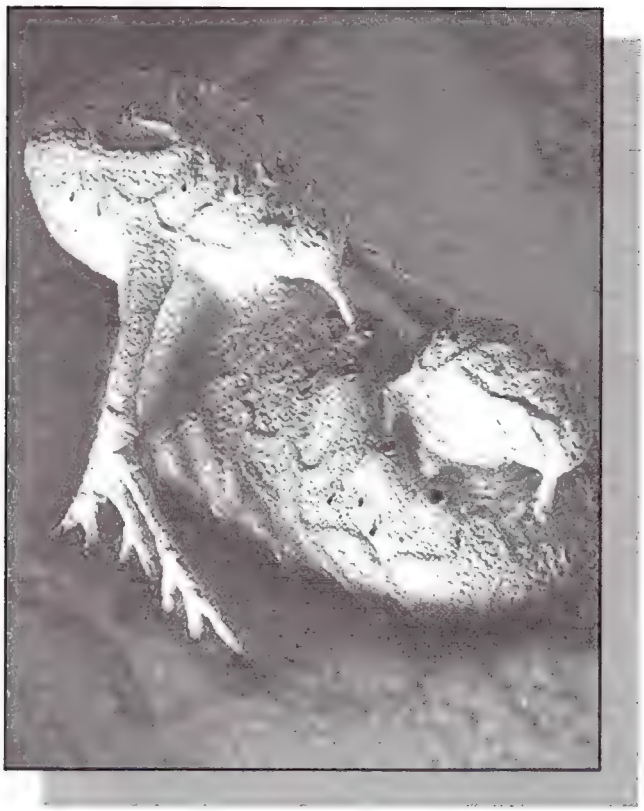


Brainsucker

Time Units: 90
Speed: 11
Health: 20
Stamina: 140
Reactions: 5
Strength: 10
Bravery: N/A
Psi-energy: 0
Psi-attack: 0
Psi-defense: 100
Accuracy: 0
Height: 10
Armor Value: 5

Brainsuckers are annoying things. They have but one purpose in their short lives: Hop on a human's head and turn him or her into an alien. These creatures are no more than killing machines. Anthropods and Skeletoids shoot Brainsuckers (encased in hardened pods) from specialized launchers. The Brainsuckers then "hatch" and begin their reign of terror. Once the creature has attached itself to a human head and attempted to brainsuck it, the Brainsucker dies, regardless of its success or failure in taking over the human.

According to the UFOPedia, these creatures have no brains, so psionic attacks against them are useless. They're highly resistant to both Stun Gas and normal stun damage, but all other forms of attack affect them normally.



Chrysalis

Time Units: 30
Speed: 0
Health: 86
Stamina: 80
Reactions: 5
Strength: 5
Bravery: N/A
Psi-energy: 0
Psi-attack: 0
Psi-defense: 100
Accuracy: 0
Height: 20
Armor Value: 12

The Chrysalis is the most benign alien you'll encounter in *X-COM Apocalypse*. It's actually a cocoon from which full-grown aliens develop. Its skin is extremely tough (note the high Armor Value), but it possesses no other form of defense, and no means of attack whatsoever. Its most annoying quality is that it's often hidden in tight areas of the battlefield–behind desks, amongst rubble, and so on–and thus can be difficult to locate.

Obviously, psionics aren't the way to go when destroying a Chrysalis. It's also immune to Alien Gas, Stun Gas, and conventional stun damage. Other forms of attack all work well.

NOTE

Despite the UFOPedia's assertion that the Chrysalis is particularly susceptible to fire, the game's numbers don't indicate that incendiary damage is any more effective than other forms of attack.

Hyperworm

Time Units: 82
Speed: 10
Health: 44
Stamina: 50
Reactions: 30
Strength: 25
Bravery: N/A
Psi-energy: 0
Psi-attack: 0
Psi-defense: 90
Accuracy: 70
Height: 10
Armor Value: 7

Hyperworms are the nasty little critters that burst–usually four at a time–from the gullets of Multiworms when they die. For such small creatures, Hyperworms inflict incredible amounts of damage by moving in to point-blank range and biting their victims repeatedly. According to the UFOPedia, these are the creatures that eventually turn into Chrysalises.

This is yet another alien virtually impervious to psionic attacks. It's also somewhat resistant to Stun Gas. Hyperworms do, however, have two distinct weaknesses–fire and high explosives; both inflict one-and-a-half times their normal damage. All other forms of attack affect the Hyperworm normally.

Megaspawn

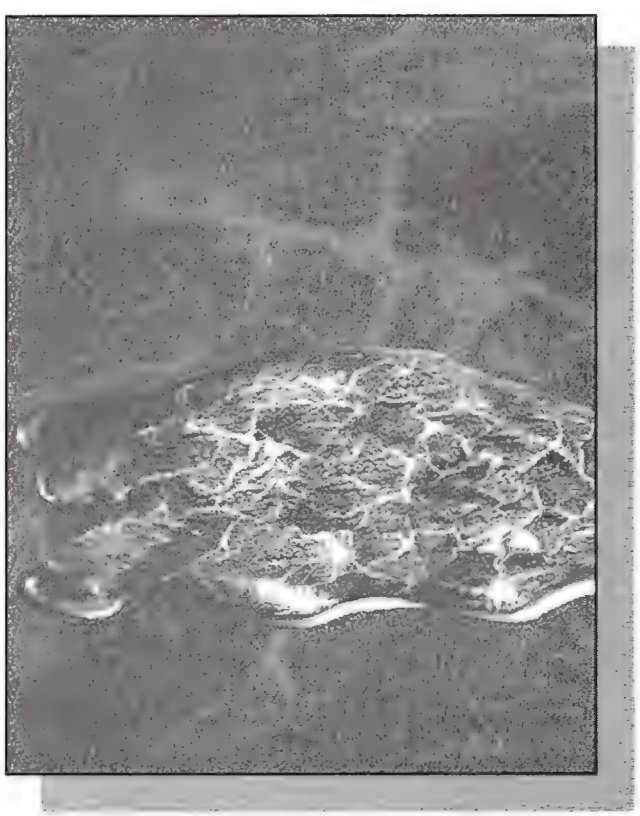
Time Units: 50
Speed: 6
Health: 260
Stamina: 55
Reactions: 15
Strength: 220
Bravery: 100
Psi-energy: 0
Psi-attack: 0
Psi-defense: 100
Accuracy: 50
Height: 70
Armor Value: 31

The Megaspawn is a genetically engineered behemoth, more than twice the height of an average human, built solely to fight. It's an organic weapons platform housing two weapons: One fires disruptor beams, the other explosive projectiles; both have unlimited ammunition. It's heavily armored and, under most circumstances, is very difficult to bring down. Luckily, you won't encounter this creature in the early part of the game.

The Megaspawn's slowness isn't much of a disadvantage when you consider its offensive and defensive capabilities. It can absorb quite a bit of damage before it goes down. Although most weapons inflict normal damage, this creature resists Stun Gas, conventional stun damage, Toxin A, and Toxin B. Too bad psionic attacks don't work against this thing. It would be fun to turn one of these babies against its friends.

Micronoid Aggregate

Time Units: 30
Speed: 3
Health: 80
Stamina: 80
Reactions: 30
Strength: 30
Bravery: N/A
Psi-energy: 75
Psi-attack: 65
Psi-defense: 85
Accuracy: 40
Height: 8
Armor Value: 0



Micronoid Aggregates are colony creatures, made up of billions of life forms working together to form a single being. Although usually found in the bloodstreams of other aliens, Micronoid Aggregates can function independently. The capture and study of this creature is one of the links in the Biochemical research chain.

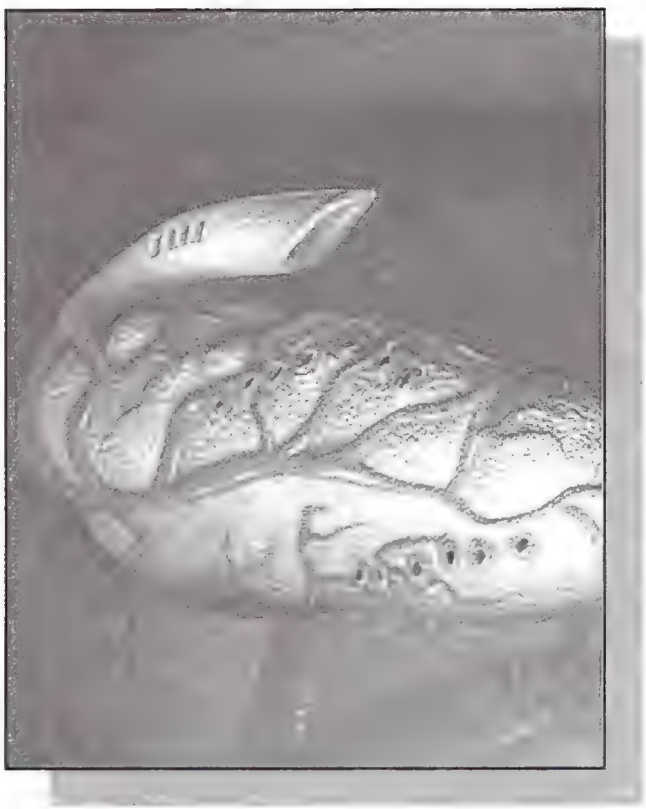
Micronoid Aggregates, although possessing psionic capabilities, don't respond to human psionic influence. In conventional combat, they're immune to the effects of Stun Gas and Toxin A, and highly resistant to every other form of attack except disruptor-based weapons and Toxin C.

Multiworm

Time Units: 45
Speed: 5
Health: 340
Stamina: 70
Reactions: 25
Strength: 60
Bravery: N/A
Psi-energy: 0
Psi-attack: 0
Psi-defense: 75
Accuracy: 50
Height: 16
Armor Value: 6

Multiworms may be slow, but they sure can take punishment! These big, green, nasty creatures attack by spitting Entropy Enzyme, an alien substance deadly to humans and to which aliens are immune. This spit, though delivered fairly inaccurately, does sometimes hit; when it does, it hurts! No matter what you do, Multiworms just seem to keep on coming. Adding insult to injury, they generally split open and release a bunch of Hyperworms when they die.

As with many aliens, Multiworms possess a partial immunity to both Stun Gas and conventional stun damage. Luckily, all other weapon types inflict normal damage levels. Psionic attacks against Multiworms, while technically possible, more often than not fail miserably.



Multiworm Egg

Time Units: 30
Speed: 0
Health: 80
Stamina: 80
Reactions: 24
Strength: 10
Bravery: N/A
Psi-energy: 0
Psi-attack: 0
Psi-defense: 100
Accuracy: 40
Height: 18
Armor Value: 5

Even before they're born, Multiworms are nasty, spitting things! Multiworm Eggs don't move. They just hide in cubbyholes all over the battle zone, waiting for some hapless X-COM agent to spew some of its endless supply of vomit at. You don't have to find all the eggs to win. If only chrysalisea and eggs are left, X-COM wins the mission, and captures the eggs and chrysalises alive!

Multiworm Eggs are immune to psionic influence and normal stun damage, and resist Stun Gas. All other weapons are 100 percent effective against them.

Popper

Time Units: 110
Speed: 13
Health: 35
Stamina: 110
Reactions: 8
Strength: 10
Bravery: N/A
Psi-energy: 0
Psi-attack: 0
Psi-defense: 100
Accuracy: 0
Height: 16
Armor Value: 7

One of the most vivid memories you'll bring away from your initial game of *Apocalypse* is likely to be your first encounter with a Popper. These things actively seek X-COM agents–the more grouped in a small area, the better. The alien runs to your agents, puffing smoke all the way, and–*BOOM!* This creature's suicide bomb is almost as powerful as the Vortex Mine, the game's most potent explosive weapon.

Because Poppers have no brains, psionic influence is out of the question. They resist Stun Gas and toxins A and B; other weapons affect them normally. Just remember that, if you hit them with explosive weapons, Poppers will chain-react like any other explosive device–so stay clear! It's best to pop them from a distance before they can pop you.

Psimorph

Time Units: 36
Speed: 4
Health: 420
Stamina: 90
Reactions: 30
Strength: 50
Bravery: 80
Psi-energy: 170
Psi-attack: 85
Psi-defense: 80
Accuracy: 70
Height: 70
Armor Value: 10

The Psimorph is a sort of authority figure to the aliens. Its multiple brains are highly developed. Its nearly inexhaustible store of psionic energy, together with its high psionic attack and defense capabilities, make it extremely dangerous to agents with low resistance to psionic attacks. Although the Psimorph is big and slow, its heavy-duty armor and *huge* number of hit points make it difficult to kill.

The Psimorph is extremely difficult to affect psionically; even the most psionically gifted agents fail more often than they succeed. It resists Stun Gas, and is highly resistant to normal stun damage. Toxins A and B affect it only partially. Aside from Alien Gas, Toxin C seems to be the most effective weapon against this psionic behemoth.

Queenspawn

Time Units: 45
Speed: 0
Health: 600
Stamina: 80
Reactions: 20
Strength: 60
Bravery: N/A
Psi-energy: 0
Psi-attack: 0
Psi-defense: 90
Accuracy: 40
Height: 70
Armor Value: 30

The buildup to your meeting with the alien queen is far more frightening than the encounter itself. Sure, the Queenspawn is big. Sure, she has lots of hit points. Sure, she's well-armored, and can put a hurt on your agents, given the chance. But there's only one of her, she doesn't move, and your agents can usually avoid her weapons as they bomb her into oblivion.

Attempts at psionic control are pointless and futile against the Queenspawn. She's somewhat resistant to both types of stun damage, but not as resistant as some of her lesser minions. She's partially immune to Toxin A and Toxin B attacks, and you can't even *invent* Alien Gas until you capture and study her. All other weapons deal normal damage.

Attempting to capture the alien queen to get to the Alien Gas research topic isn't worth the effort and loss of life. As you hang around trying to stun the queen, you'll lose agents to the Queenspawn and to the myriad foot soldiers patrolling her chamber.

If you insist on taking this course of action, however, your best bet is to pound her severely with high-yield, lethal weaponry until you weaken her sufficiently. (Three or four Vortex Mines should do it.) Then fill the spawning chamber with Stun Gas. Eventually, with patience, you'll achieve your goal, foolish though it may be.

Skeletoid

Time Units: 86
Speed: 10
Health: 34
Stamina: 130
Reactions: 46
Strength: 18
Bravery: 70
Psi-energy: 0
Psi-attack: 0
Psi-defense: 55
Accuracy: 70
Height: 32
Armor Value: 14

The heavily armored Skeletoids are the other alien species (with Anthropods) that uses weapons and equipment rather than inborn abilities. From midgame on, the two species are equally popular. Skeletoids are smarter than Anthropods, and have stamina to burn. They're fond of surprise attacks from above (they can fly), and they attack with a wide variety of weapons. (Their favorites seem to be Devastator Cannons, Dimension Missiles, and Vortex Mines.)

Skeletoids are among the easiest aliens to influence psionically. They have little in the way of Psi-defense, and they can't fight back psionically. Although the numbers say that Skeletoids and Anthropods are equally resistant to stunning attacks, in practice

Skeletoids are much harder to put under. This is probably because they spend most of their time hovering, and can easily get above the worst of a Stun Gas attack. They're somewhat resistant to toxins A and B, but other forms of damage affect them normally. (A couple of shots of Toxin C usually does them in.)

Spitter

Time Units: 55
Speed: 6
Health: 65
Stamina: 65
Reactions: 35
Strength: 18
Bravery: 80
Psi-energy: 0
Psi-attack: 0
Psi-defense: 100
Accuracy: 62
Height: 32
Armor Value: 7

Spitters usually are the second type of advanced alien you encounter. They often join Anthropods in early attacks, providing a barrage of green vomit to cover the Anthropods while the Anthropods, in turn, fire Brainsucker Pods everywhere. These pink creatures are annoying, but they're pretty easy to deal with.

Spitters resist Stun Gas, Toxin A, and Toxin B; all other attacks inflict full damage. (Again, actual gameplay seems to belie the numbers, as Stun Grenades tend to be pretty effective against Spitters.) Psionic attacks? Forget it. Spitters don't have brains. (Actually, they don't even have *heads*.) The Spitter can see Psionicly. Thus, it can locate X-com agents through walls. Once an X-com agent has been located, the Spitter transmits that agent's location to all the other aliens within the tactical.

Alien Statistics

TABLE 6-1. BASE ALIEN STATISTICS

1	2	3	4	5	6	7	8	9	10	11	12	13	14
Anthropod	56	7	60	60	22	35	80	0	0	40	100	32	5
Chrysalis	30	0	86	80	5	5	N/A	0	0	100	0	20	12
Brainsucker	90	11	20	140	5	10	N/A	0	0	100	0	10	5
Hyperworm	82	10	44	50	30	25	N/A	0	0	90	70	10	7
Megaspawn	50	6	260	55	15	220	100	0	0	100	50	70	31
Micronoid Aggregate	30	3	80	80	30	30	N/A	75	65	85	40	8	0
Multiworm	45	5	340	70	25	60	N/A	0	0	75	50	16	6
Multiworm Egg	30	0	80	80	24	10	N/A	0	0	100	40	18	5
Popper	110	13	35	110	8	10	N/A	0	0	100	0	16	7
Psimorph	36	4	420	90	30	50	80	170	85	80	70	70	10
Queenspawn	45	0	600	80	20	60	N/A	0	0	90	40	70	30
Skeletoid	86	10	34	130	46	18	70	0	0	55	70	32	14
Spitter	55	6	65	65	35	30	80	0	0	100	62	32	7

KEY

1	Alien	5	Stamina	10	Psi-attack
2	TUs	6	Reactions	11	Psi-defense
3	Speed	7	Strength	12	Accuracy
4	Health	8	Bravery	13	Height
		9	Psi-energy	14	Armor Value

The foregoing statistics represent base stats for all the game's alien creatures. While many of these stats are the same all the time, some change based on difficulty level. For calculation purposes, each level of difficulty has a numeric value:

Novice = 0
Easy = 1
Medium = 2
Hard = 3
Superhuman = 4

The following stats change due to difficulty level:

- *TUs increase by (Difficulty x 4)%*
- *Speed increases by (Difficulty x 4)%*
- *Health increases by (Difficulty x 4)%*
- *Stamina increases by (Difficulty x 4)%*
- *Reactions increases by (Difficulty x 4)%*
- *Psi-energy increases by (Difficulty x 2)%*

- *Psi-attack increases by (Difficulty x 2)%*
- *Psi-defense increases by (Difficulty x 2)%*
- *Accuracy increases by (Difficulty x 4)%*
- *Armor Value increases by (Difficulty x 16)%*

Alien-Specific Weapons and Inborn Weaponry

Throughout the game, your agents face a wide array of alien weaponry. You can duplicate many of these weapons for X-COM use. Indeed, two alien races, the Anthropods and Skeletoids, select their weapons from an arsenal to which X-COM agents ultimately have full access.

There are, however, two weapons that Anthropods and Skeletoids use that X-COM agents can't. And many of the game's other alien races have arsenals of inborn weaponry at their disposal.

The following sections detail operations and statistics for all alien-specific weapons. Statistics for each weapon include:

- *Weight: The weapon's weight in weight units (where applicable).*
- *Size: The weapon's size in space units.*
- *Power: Points and type of damage the weapon produces.*
- *Range: The weapon's range, in meters. (One tactical map square equals 1.5 meters.)*
- *Fire Rate: The weapon's speed in rounds per second (r/s).*
- *Rounds: The number of shots the weapon can fire before reloading.*
- *Accuracy: The weapon's base accuracy.*

Brainsucker Launcher

Weight: 9
Size: 1 x 4
Power: N/A
Range: 31
Fire Rate: 0.56 r/s
Rounds: 1
Accuracy: 10%

This is one of the two weapons Anthropods and Skeletoids use that X-COM can't adapt for its forces. The Brainsucker Launcher fires Brainsucker Pods at X-COM troops. The pods hatch into Brainsuckers that actively pursue and attack the agents.

Entropy Launcher

Weight: 10
Size: 2 x 3
Power: 18 (Entropy Enzyme)
Range: 75
Fire Rate: 0.36 r/s
Rounds: 3
Accuracy: N/A

The second of the two alien-only weapons Anthropods and Skeletoids carry, the Entropy Launcher fires Entropy Pods–projectiles containing an enzyme that breaks down their target's molecular structure. Highly accurate, these weapons can strip an agent from his or her Armor and Weapon with a couple of shots. This is the only type of enzyme weapon which actually dissolves armor and equipment. When no armor or equipment is left, it does damage to the unit. As a guided weapon, it usually hits. Therefore, this can be an extremely dangerous weapon (although it usually takes more than one hit to dissolve all equipment).

Hyperworm Bite

Weight: N/A
Size: N/A
Power: 40 (AP)
Range: 3
Fire Rate: 1.02 r/s
Rounds: Unlimited
Accuracy: 90%

The Hyperworm actually should command high respect in terms of its offensive capabilities. This creature moves fast and, if left unchecked, can kill an X-COM agent quickly with its highly accurate, armor-piercing bite.

Megaspawn Disruptor

Weight: N/A
Size: N/A
Power: 70 (DISR)
Range: 62
Fire Rate: 0.60 r/s
Rounds: Unlimited
Accuracy: 75%

One of the Megaspawn's two built-in weapons, this powerful disruptor beam is effectively the same as a Devastator Cannon.

Megaspawn Launcher

Weight: N/A
Size: N/A
Power: 100 (HE)
Range: 87
Fire Rate: 0.32 r/s
Rounds: Unlimited
Accuracy: 85%

The second of the Megaspawn's built-in weapons, the launcher functions as a slightly less powerful version of the Dimension Missile Launcher.

Multiworm Egg Vomit Tube

Weight: N/A
Size: N/A
Power: 30 (Entropy Enzyme)
Range: 11
Fire Rate: 0.90 r/s
Rounds: Unlimited
Accuracy: 88%

The vomitous outpourings of the Multiworm Egg can be devastating. Luckily, the weapon's range is so short it's usually easy to avoid.

Multiworm Spit

Weight: N/A
Size: N/A
Power: 36 (Entropy Enzyme)
Range: 16
Fire Rate: 1.28 r/s
Rounds: Unlimited
Accuracy: 88%

This is actually a rather deadly weapon, with a faster delivery speed than any other Entropy Enzyme weapon, and the second most powerful punch. Avoid Multiworm Spit at all costs.

Popper Bomb

Weight: N/A
Size: N/A
Power: 130 (HE)
Range: N/A
Fire Rate: N/A
Rounds: N/A
Accuracy: N/A

The Popper's weapon is pretty straightforward: It simply walks up to your agents and explodes. The explosion's force is very high, almost as high as a Vortex Mine's. Take all possible steps to destroy this creature before it gets near enough to do any harm.

Queenspawn's Tentacles

Weight: N/A
Size: N/A
Power: 255 (Entropy Enzyme)
Range: 56
Fire Rate: 0.56 r/s
Rounds: Unlimited
Accuracy: 100%

A 255-point weapon that fires with 100 percent accuracy? Yikes! This weapon can take down agent after agent attempting to disable the Alien Spawning Chamber (Alien Building 7) toward the end of the game. It's this powerful weapon that makes capturing the Queenspawn too dangerous to consider! Luckily, the queen's weapon is slow, and she doesn't seem to have much field of fire.

Spitter's Vomit Funnel

Weight: N/A
Size: N/A
Power: 34 (Entropy Enzyme)
Range: 24
Fire Rate: 0.69 r/s
Rounds: Unlimited
Accuracy: 85%

Spitter Vomit. Yuck. This weapon is actually a more powerful and accurate version of the Entropy Launcher. Repeated hits from Spitter Vomit can be damaging.

Alien-Specific Weapons Stats

TABLE 6-2. STATISTICS FOR ALIEN-SPECIFIC WEAPONS

Weapon	Weight	Size	Power	Range (m)	Fire Rate (r/s)	Rounds	Accuracy
Brainsucker Launcher	9	1 x 4	N/A	31	.56	1	10%
Entropy Launcher	9	2 x 3	18 (Entropy Enzyme)	75	.36	3	N/A
Hyperworm Bite	N/A	N/A	40 (AP)	3	1.02	Unlimited	90%
Megaspawn Disruptor	N/A	N/A	70 (DISR)	62	0.60	Unlimited	75%
Megaspawn Launcher	N/A	N/A	100 (HE)	87	.32	unlimited	85%
Multiworm Egg Vomit Tube	N/A	N/A	30 (Entropy Enzyme)	11	.90	unlimited	88%
Multiworm Spit	N/A	N/A	36 (Entropy Enzyme)	16	1.28	unlimited	88%
Popper Bomb	N/A	N/A	130 (HE)	N/A	N/A	N/A	N/A
Queenspawn Tentacles	N/A	N/A	255 (Entropy Enzyme)	56	.56	unlimited	100%
Spitter Vomit Funnel	N/A	N/A	34 (Entropy Enzyme)	24	.69	unlimited	85%

An Overview of Target Strengths and Weaknesses

In the foregoing alien descriptions, we refer a number of times to alien weaknesses and strengths–certain types of attacks that work better than others on given aliens. Unfortunately for you, in *Apocalypse* the aliens' advantages far outweigh their disadvantages.

Not just aliens, but *every* living target, suit of armor, shield, and piece of terrain in the game has a unique set of strengths and weaknesses. Table 6-3 lists them all. The numbers represent percentages by which to multiply damage from the given source to determine its effect on a given unit. For example, if a unit shows "80" in the Stun Gas column, and it's hit with a 100-point Stun Gas attack, the attack inflicts only 80 points of Stun Gas damage. The game's damage types include:

- *Smoke (SMK): Damage incurred through smoke inhalation. (We discuss smoke damage further in Chapter 8.)*
- *Alien Gas (AG): Damage Alien Gas-based weapons inflict.*
- *Incendiary/Fire (I): Damage an incendiary weapon hit or prolonged exposure to fire inflicts. (We discuss fire damage in Chapter 8.)*
- *Stun Gas (Stun G): Damage incurred by inhaling Stun Gas such as that released from a Stun Grenade.*
- *High Explosive (HE): Damage explosions and explosive weapons inflict.*
- *Stun (Stun): Normal stun damage, such as that inflicted by a Stun Grapple or by the collateral damage of certain weapons. (See Chapter 8 for more on stun damage.)*
- *Armor Piercing (AP): Damage from armor-piercing weapons.*
- *Laser Beam (LAS): Damage from a laser weapon.*
- *Plasma Beam (PLAS): Damage from a plasma-based weapon.*
- *Toxin A (ToxA): Bioweapon damage from the type-A Toxigun round.*
- *Toxin B (ToxB): Bioweapon damage from the type-B Toxigun round.*
- *Toxin C (ToxC): Bioweapon damage from the type-C Toxigun round.*
- *Disruptor Beam (DISR): Damage a disruptor-based weapon inflicts.*
- *Entropy Enzyme: Damage alien enzyme-based weapons produce.*
- *Falling Terrain: Damage from falling objects–pipes, catwalks, ceilings, and so on.*

TABLE 6-3. UNIT STRENGTHS AND WEAKNESSES BY DAMAGE TYPE

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Android	0	0	60	0	100	20	100	100	100	25	25	25	100	100	100
Anthropod	0	100	100	60	100	60	100	100	100	60	80	100	100	0	100
Brainsucker	0	100	100	60	100	60	100	100	100	100	100	100	100	0	100
Chrysalis	0	0	100	0	100	0	100	100	100	100	100	100	100	0	100
Disruptor Shield	0	0	60	0	50	0	50	50	50	25	25	25	50	50	40
Gun Emplacement	0	0	100	0	100	0	100	100	100	0	0	0	100	100	100
Human	100	0	100	100	100	100	100	100	100	25	25	25	100	100	100
Hybrid/Sectoid	100	0	100	100	100	100	100	100	100	25	25	25	100	100	100
Hyperworm	0	100	150	60	150	100	100	100	100	100	100	100	100	0	100
Marsec Armor	0	0	20	100	80	50	100	100	100	30	30	30	100	100	100
Megapol Armor	0	0	40	100	100	70	100	100	100	30	30	30	100	100	100
Megaspawn	0	100	100	60	100	60	100	100	100	60	80	100	100	0	100
Micronoid Aggregate	0	100	100	0	100	50	20	40	50	0	50	100	100	0	100
Multiworm	0	100	100	60	100	50	100	100	100	100	100	100	100	0	100
Multiworm Egg	0	100	100	60	100	0	100	100	100	100	100	100	100	0	100
Popper	0	100	100	60	100	100	100	100	100	60	80	100	100	0	100
Psimorph	0	100	100	60	100	40	100	100	100	60	80	100	100	0	100
Queenspawn	0	100	100	80	100	80	100	100	100	60	80	100	100	0	100
Skeletoid	0	100	100	60	100	60	100	100	100	60	80	100	100	0	100
Spitter	0	100	100	60	100	100	100	100	100	60	80	100	100	0	100
Terrain	0	100	100	0	100	0	100	100	100	25	25	25	100	100	100
X-COM Disruptor Armor	0	0	10	100	60	10	100	100	100	30	30	30	100	100	100

KEY

1	**Unit/Item**	**7**	**Stun**	**13**	**Toxin C**
2	**Smoke**	**8**	**Armor Piercing**	**14**	**Disruptor**
3	**Alien Gas**	**9**	**Laser**	**15**	**Entropy Enzyme**
4	**Incendiary**	**10**	**Plasma**	**16**	**Falling Terrain**
5	**Stun Gas**	**11**	**Toxin A**		
6	**Explosive**	**12**	**Toxin B**		

The Other Enemies of *Apocalypse*

The last group of enemies comprises the humans throughout Mega-Primus who may turn on you. Just about every organization in the city has its own security force, and each has its own set of slightly different base scores for each ability statistic.

Statistics for these enemies are the same as those for the aliens. Most ability scores represent a range, because these units materialize randomly.

Building Security (All Buildings Except Those Represented In the Following List)

Time Units: 60-75
Speed: 7-9
Health: 40-50
Stamina: 80-120
Reactions: 10-40
Strength: 30-50
Bravery: 40-80
Psi-energy: 5-20
Psi-attack: 5-20
Psi-defense: 20-50
Accuracy: 60-80
Height: 32
Armor Value: 18

General building security guards are similar in ability scores to Cultists and Gangsters, with psionic abilities that usually fall somewhere between the two.

Cultists (Cult of Sirius)

Time Units: 60-75
Speed: 7-9
Health: 40-50
Stamina: 80-120
Reactions: 10-40
Strength: 30-50
Bravery: 40-80
Psi-energy: 5-20
Psi-attack: 20-45
Psi-defense: 20-60
Accuracy: 60-80
Height: 32
Armor Value: 15

The members of the alien-sympathizer group the Cult of Sirius are more psionically gifted than the average citizen. Their fanatical bent also drives them to become

relatively accurate with conventional weapons. You'll generally encounter these people only in their Temples.

Gangsters (All Gangs)

Time Units: 60-75
Speed: 7-9
Health: 40-50
Stamina: 80-120
Reactions: 20-50
Strength: 30-50
Bravery: 40-80
Psi-energy: 5-20
Psi-attack: 5-20
Psi-defense: 15-45
Accuracy: 60-80
Height: 32
Armor Value: 20

With higher overall weapons-handling capabilities and better armor than most groups, the Gangsters roaming the city's slums are, on the average, more dangerous than any other civilians you're likely to encounter.

Megapol Security

Time Units: 60-75
Speed: 7-9
Health: 40-50
Stamina: 80-120
Reactions: 10-50
Strength: 30-50
Bravery: 40-80
Psi-energy: 5-20
Psi-attack: 5-20
Psi-defense: 15-35
Accuracy: 55-75
Height: 32
Armor Value: 20

The security forces who patrol Megapol-owned buildings are comparatively sub-par. Strangely, the city's police possess the lowest average ability scores of any of these special groups.

Ability Scores for Human Enemies

TABLE 6-4. BASE ABILITY SCORES FOR POTENTIAL HUMAN ENEMIES

1	2	3	4	5	6	7	8	9	10	11	12	13	14
Building Security	60-75	7-9	40-50	80-120	10-40	30-50	40-80	5-20	5-20	20-50	60-80	32	18
Cultists	60-75	7-9	40-50	80-120	10-40	30-50	40-80	5-20	20-45	20-60	60-80	32	15
Gangsters	60-75	7-9	40-50	80-120	20-50	30-50	40-80	5-20	5-20	15-45	60-80	32	20
Megapol Security	60-75	7-9	40-50	80-120	10-50	30-50	40-80	5-20	5-20	15-35	55-75	32	20

KEY

1 Unit
2 TUs
3 Speed
4 Health
5 Stamina
6 Reactions
7 Strength
8 Bravery
9 Psi-energy
10 Psi-attack
11 Psi-denfense
12 Accuracy
13 Height
14 Armor Value

Statistics for all human enemies are subject to the same difficulty level adjustments we described in the Alien Statistics section earlier in this chapter.

Chapter Seven

Action On the Cityscape

A small percentage of the first two *X-COM* games (*UFO Defense* and *Terror from the Deep*) revolve around intercepting and destroying alien craft. You can choose from fewer than half-a-dozen intercept craft and a minor array of weapons. The main purpose of the interceptions is to cause alien craft to crash so your soldiers (or aquanauts) can examine them.

UFO interception plays a much larger role in *Apocalypse*. Considering the small scope of action (the city), the amount of alien ship activity in *Apocalypse* is truly astounding! In the average game-month, it isn't uncommon to see a dozen or more UFOs in the skies over Mega-Primus. In addition to shooting down UFOs, your vehicles might be called upon to perform a number of other tasks–from killing huge, thyroidal aliens trampling the city like Godzilla after a three-day bender, to demolishing city buildings!

This chapter deals with the action that takes place on the Cityscape.

X-COM Vehicles and Weapons

Luckily, X-COM's arsenal of vehicles and related weaponry is up to the task of patrolling (and, if need be, laying waste to) the city of Mega-Primus. The following sections discuss the vehicles, weapons, and special systems available to you throughout the game.

Vehicles

Although primarily for UFO interception, most vehicles in *Apocalypse* also function to transport your agents from X-COM bases to alien (and other enemy) activity sites. X-COM's suppliers stock a wide variety of both airborne and street vehicles to serve your needs.

The following vehicle statistics include:

- Manufacturer: *Name of the corporation that manufactures the vehicle. This is significant because, if this corporation becomes unhappy with X-COM's performance, it may become difficult, if not* impossible, *to obtain new vehicles from that source.*
- Cost: *Base price of the vehicle. (Costs fluctuate throughout the game due to supply and demand. See Chapter 4 for details.)*
- Skill Hours: *Number of engineer Skill Hours it takes to build the vehicle (where applicable).*
- Constitution: *Number of hit points the vehicle can absorb before being destroyed.*
- Armor: *Amount of armor protection found on the vehicle. (We discuss vehicle armor later in this chapter.)*
- Weapons Space: *Total number of space boxes in the vehicle's weapons slots. This determines the size and configuration of weapons you can place on the vehicle.*
- Weapons Slots: *Number of weapons you can mount on the vehicle.*
- Engine Size: *Maximum number of space boxes available for the craft's engine.*
- Top Speed: *Maximum speed of the vehicle based on its default engine. This figure has no equivalent in real-world speed; it just serves as a basis of comparison between the game's various vehicles.*
- Passengers: *Maximum number of agents who can travel aboard the vehicle without making special modifications.*
- Equipment Space: *Number of space boxes available for mounting special equipment, such as Bio-Transport Modules, Passenger Modules, and so on.*

✓ Standard Equipment: *Stock equipment installed on the vehicle at the time of purchase. (We describe each piece of equipment in detail later in this chapter.)*

Ground Vehicles

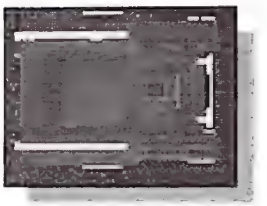
Limited to traveling the vast highway network that crisscrosses Mega-Primus, ground vehicles are slower and more limited than flying vehicles. Their lack of 3-D mobility puts them at serious risk against highly maneuverable alien craft. In fact, their only advantage is that they tend to be much less expensive than their airborne counterparts. Except in very specific circumstances, you're generally better off spending the extra money and sticking to flying vehicles.

Blazer Turbo Bike

Manufacturer: General Metro
Cost: $2,000
Skill Hours: N/A
Constitution: 20
Armor: 6
Weapons Space: 0
Weapons Slots: 0
Engine Size: 4
Top Speed: 7
Passengers: 1
Equipment Space: 0
Standard Equipment: Metro Roadhog

This is the hands-down winner for the game's most useless vehicle. It can transport only one agent at a time (why would you *ever* want to do that?), plus it has no weapons mounts, no room to carry equipment, and the lowest constitution and armor stats of any X-COM vehicle. Your agents are almost better off walking! Save your money and stay *far* away from these things.

Griffon AFV



Manufacturer: Marsec
Cost: $16,000
Skill Hours: N/A
Constitution: 700
Armor: 192
Weapons Space: 16
Weapons Slots: 1
Engine Size: 16
Top Speed: 7
Passengers: 4
Equipment Space: 2
Standard Equipment: Rumble Cannon, Metro Multipower Plus

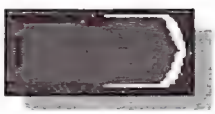
The Griffon AFV is the shining exception to the "ground vehicles are virtually useless" rule. Essentially, this vehicle is a tank, and a powerful one at that. Although it has space for carrying agents and minimal equipment modifications, and it can be outfitted with anti-UFO missiles, this vehicle excels at demolition. If you need to blow up a building, a Griffon equipped with a Rumble Cannon does a fine job.

Stormdog

Manufacturer: Marsec
Cost: $6,000
Skill Hours: N/A
Constitution: 45
Armor: 18
Weapons Space: 4
Weapons Slots: 1
Engine Size: 8
Top Speed: 4
Passengers: 4
Equipment Space: 2
Standard Equipment: Airguard Anti-Air Cannon, Metro Roadgrav

The second most useless ground vehicle, the Stormdog is essentially an armored family sedan. It can accept limited mounted weaponry, and has minimal constitution and armor. Because it carries up to four agents, the Stormdog *can* serve as temporary light troop transportation in a pinch, but you're *much* better off spending the extra money for the more versatile Phoenix Hovercar.

Wolfhound APC



Manufacturer: Marsec
Cost: $9,000
Skill Hours: N/A
Constitution: 550
Armor: 168
Weapons Space: 4
Weapons Slots: 1
Engine Size: 16
Top Speed: 6
Passengers: 14
Equipment Space: 8
Standard Equipment: GLM Array, Metro Powergrav, Cargo Module

This ground vehicle combines heavy armor and high passenger capacity to create a fairly effective troop transport. Its major drawbacks are its minimal weapons capacity and lack of maneuverability. Although the Wolfhound certainly isn't "useless," it's still far less versatile than the (admittedly more expensive) Valkyrie Interceptor, the APC's flying counterpart.

Ground-Based Vehicle Statistics

TABLE 7-1. STATISTICS FOR X-COM GROUND VEHICLES

1	2	3	4	5	6	7	8	9	10	11	12	13
Blazer Turbo Bike	General Metro	$2,000	N/A	20	6	0	0	4	7	1	0	Metro Roadhog
Griffon AFV	Marsec	$16,000	N/A	700	192	16	1	16	7	4	2	Rumble Cannon; Metro Multipower Plus
Stormdog	Marsec	$6,000	N/A	45	18	4	1	8	4	4	2	Airguard Anti-Air Cannon; Metro Roadgrav
Wolfhound APC	Marsec	$9,000	N/A	550	168	4	1	16	6	14	8	GLM Array; Metro Powergrav; Cargo Module

KEY

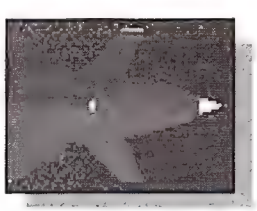
1 Vehicle
2 Manufacturer
3 Cost
4 Skill Hours
5 Constitution
6 Armor
7 Weapons Space
8 Weapons Slots
9 Engine Size
10 Top Speed
11 Passengers
12 Equipment Space
13 Standard Equipment

Standard Flying Vehicles

Aside from the foregoing exceptions, all X-COM vehicles can fly. In every case, airborne vehicles cost more than their road-bound counterparts; they are, however, well worth their price. Every airborne vehicle is faster, better armed, and *far* more maneuverable than its ground equivalent.

This section lists the standard flying vehicles–those you don't have to research, and can purchase pretty much anytime.

Hawk Air Warrior



Manufacturer: Marsec
Cost: $100,000
Skill Hours: N/A
Constitution: 460
Armor: 46
Weapons Space: 14
Weapons Slots: 3

Engine Size: 16
Top Speed: 14
Passengers: 10
Equipment Space: 6
Standard Equipment: Rendor Plasma Gun, Prophet Missile Array, Janitor Missile Array, SD Elite

The Hawk is by far the best X-COM conventional flying craft. Though somewhat sluggish in performance, this vehicle can take a lot of punishment. It's also an excellent troop transport, with enough cargo space to for a Bio-Transport Module and more. Even after interdimensional ships are available, the Hawk Air Warrior can be a valuable part of the X-COM airborne fleet.

Hoverbike

Manufacturer: Marsec
Cost: $5,000
Skill Hours: N/A
Constitution: 25
Armor: 6
Weapons Space: 3
Weapons Slots: 1
Engine Size: 4
Top Speed: 14
Passengers: 2
Equipment Space: 1
Standard Equipment: 40mm Auto Cannon, SD Standard

Early in the game, the Hoverbike is very cheap; you can buy large numbers of them, which can overpower weaker UFOs.

Phoenix Hovercar

Manufacturer: Marsec
Cost: $12,000
Skill Hours: N/A
Constitution: 70
Armor: 24
Weapons Space: 6
Weapons Slots: 2
Engine Size: 8
Top Speed: 12
Passengers: 4
Equipment Space: 4
Standard Equipment: Bolter 4000 Laser Gun, Janitor Missile Array, SD Sports

Because of its passenger and equipment capacity, the Phoenix Hovercar is barely adequate as an emergency troop transport. As an interceptor, however, this vehicle is surprisingly handy. The stock design has just enough weapons power to do serious damage to smaller UFOs, just enough speed and agility to avoid enemy fire surprisingly often, and just enough armor and constitution to survive a couple of hits. Early in the game, when money is short, the Phoenix can't be beat as an economy intercept craft.

Valkyrie Interceptor

Manufacturer: Marsec
Cost: $75,000
Skill Hours: N/A
Constitution: 280
Armor: 36
Weapons Space: 8
Weapons Slots: 2
Engine Size: 8
Top Speed: 13
Passengers: 8
Equipment Space: 12
Standard Equipment: Lancer 7000 Laser Gun, Janitor Missile Array, SD Turbo

It's no Hawk Air Warrior when it comes to absorbing damage, but the Valkyrie Interceptor is still a formidable little craft. Its passenger capacity, equipment space, weapons payload, and agility make it a perfect staple craft for the game's early stages. Strive to have two of these at your base soon after the game starts–one for transport duties and the other for interception work.

Flying Vehicle Statistics

TABLE 7-2. STATISTICS FOR STANDARD X-COM FLYING VEHICLES

1	2	3	4	5	6	7	8	9	10	11	12	13
Hawk Air Warrior	Marsec	$100,000	N/A	460	46	14	3	16	14	10	6	Rendor Plasma Gun; Prophet Missile Array; Janitor Missile Array; SD Elite
Hoverbike	Marsec	$5,000	N/A	25	6	3	1	4	14	2	1	40mm Auto Cannon; SD Standard
Phoenix Hovercar	Marsec	$12,000	N/A	70	24	6	2	8	12	4	4	Bolter 4000 Laser Gun; Janitor Missile Array; SD Sports
Valkyrie Interceptor	Marsec	$75,000	N/A	280	36	8	2	8	13	8	12	Lancer 7000 Laser Gun; Janitor Missile Array; SD Turbo

KEY

1 Vehicle
2 Manufacturer
3 Cost
4 Skill Hours
5 Constitution
6 Armor
7 Weapons Space
8 Weapons Slots
9 Engine Size
10 Top Speed
11 Passengers
12 Equipment Space
13 Standard Equipment

Interdimensional Flying Vehicles

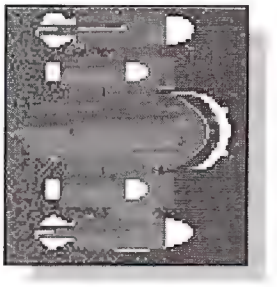
The final group of vehicles makes up X-COM's interdimensional fleet–ships developed, after extensive research, to take the battle into the Alien Dimension and eventually win the game. Although designed specifically for this task, these ships are the most nimble and powerful ships available for work in Mega-Primus, as well.

Note that all the vehicles in this section must be custom-built by X-COM engineers in an Advanced Workshop.

NOTE

All X-COM interdimensional craft use identical alien propulsion technology rather than the interchangeable engines used by conventional aircraft. For this reason, the "Engine Size" statistic is omitted in this section.

Annihilator



Manufacturer: X-COM
Cost: $100,000
Skill Hours: 100,000
Constitution: 700
Armor: 78
Weapons Space: 40
Weapons Slots: 3
Top Speed: 18
Passengers: 8
Equipment Space: 30
Standard Equipment: None

Built specifically for heavy-duty air combat, the Annihilator is the ultimate X-COM vehicle. With its remarkable armor and constitution and overwhelming weapons capacity, this ship is the only X-COM vehicle that can consistently survive a one-on-one confrontation with the largest alien ships.

Annihilators are also invaluable as troop transports when you start your raids on buildings in the Alien Dimension. Properly shielded and escorted by a couple of other well-armed ships, the Annihilator is just the craft to get your troops into and out of alien buildings in one piece.

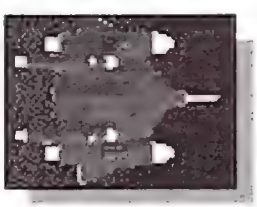
Biotrans

Manufacturer: X-COM
Cost: $34,000
Skill Hours: 35,000
Constitution: 600
Armor: 47
Weapons Space: 4
Weapons Slots: 1
Top Speed: 15
Passengers: 4
Equipment Space: 32
Standard Equipment: Cargo Modules (4), Bio-Transport Modules (4)

This is the first passenger-carrying interdimensional craft available for construction. By the standards of other interdimensional craft, the Biotrans is quite unspectacular. It's obviously designed for defense.

Although its potential for carrying a large number of agents (with a couple of added passenger modules) makes it viable transport when raiding alien buildings, consider putting your agents on a more powerful craft, preferably an Annihilator. Escort craft can protect the fragile Biotrans to a certain extent, but it's slow and tends to lag behind, becoming vulnerable to alien attack.

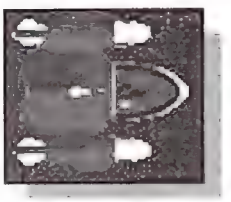
Dimension Probe



Manufacturer: X-COM
Cost: $10,000
Skill Hours: 25,000
Constitution: 80
Armor: 48
Weapons Space: 4
Weapons Slots: 1
Top Speed: 19
Passengers: 0
Equipment Space: 0
Standard Equipment: None

The Dimension Probe is the first X-COM vehicle capable of bridging the dimensional barrier between Mega-Primus and the Alien Dimension. Although it can carry a single weapon capable of fending off a minor UFO attack, the Dimension Probe's real job is to act as the catalyst making possible all Alien Dimension and advanced vehicle research topics. You must build one of these ships to start the research ball rolling, but there's no reason to build a second one.

Explorer



Manufacturer: X-COM
Cost: $44,000
Skill Hours: 55,000
Constitution: 400
Armor: 50
Weapons Space: 14
Weapons Slots: 3
Top Speed: 16
Passengers: 8
Equipment Space: 12
Standard Equipment: None

Although it's not extremely well equipped for an extended air-to-air battle, the Explorer makes a good transport craft for early tactical forays into the alien dimension. It can transport up to eight agents with no modifications, and contains equipment space sufficient to add plenty of special systems and shielding. Its reasonable price and survivability make this craft a "best buy."

Retaliator

Manufacturer: X-COM
Cost: $70,000
Skill Hours: 75,000
Constitution: 450
Armor: 66
Weapons Space: 22
Weapons Slots: 3
Top Speed: 15

Passengers: 4
Equipment Space: 16
Standard Equipment: None

In a pinch, you can use the Retaliator in a limited capacity as a transport ship, but its real strength lies in its offensive firepower. Properly armed, this ship can deal huge amounts of damage to UFOs and alien structures. Properly shielded, it can take a lot of punishment. Retaliators make excellent escort craft for your forays into the Alien Dimension.

Interdimensional Craft Statistics

TABLE 7-3. STATISTICS FOR X-COM INTERDIMENSIONAL VEHICLES

1	2	3	4	5	6	7	8	9	10	11	12
Annihilator	X-COM	$100,000	100,000	700	78	40	3	18	8	30	None
Biotrans	X-COM	$34,000	35,000	600	47	4	1	15	4	32	Cargo Modules (4); Bio-Transport Modules (4)
Dimension Probe	X-COM	$10,000	25,000	80	48	4	1	19	0	0	None
Explorer	X-COM	$44,000	55,000	400	50	14	3	16	8	12	None
Retaliator	X-COM	$70,000	75,000	450	66	22	3	15	4	16	None

KEY

1	Vehicle	6	Armor	11	Equipment Space
2	Manufacturer	7	Weapons Space	12	Standard Equipment
3	Cost	8	Weapons Slots		
4	Skill Hours	9	Top Speed		
5	Constitution	10	Passengers		

Vehicle Engines

For a level of customization not found in *UFO Defense* and *Terror from the Deep*, *Apocalypse* allows you to choose the type of engine each vehicle uses. This section provides statistics for all engines available for ground and standard air vehicles.

Interdimensional vehicles do not have interchangeable engines.

Statistics for each engine type include:

- Cost: *Base price of the engine. Prices fluctuate throughout the game due to supply and demand. (See Chapter 4.)*
- Size: *Configuration of the engine in terms of space boxes. For example, a 2 x 2 engine requires four engine boxes in a 2 x 2 configuration.*
- Top Speed: *The top speed of a vehicle equipped with this engine type.*
- *Recommended Vehicles: Vehicles the engine works best with. Note that an engine can fit and function in a vehicle and still not be the that vehicle's ideal engine. For example, 2 x 2 engines fit into 2 x 4 engine compartments, but the smaller engine often doesn't have the power to allow the vehicle to function at peak performance. This statistic helps you pinpoint the most efficient use of an engine type.*

Fooling with different engine configurations is purely optional. In practice, it's unnecessary to upgrade from the stock engine that comes with a vehicle when you buy it. If you feel the slight performance boost you get from changing to a more powerful engine is worth the money, by all means go for it. Just keep in mind that engine upgrades are by no means required.

Table 7-4 provides specifications for ground vehicle engines. (For descriptions of each engine type, consult the UFOPedia.)

TABLE 7-4. STATISTICS FOR GROUND VEHICLE ENGINES

Engine Type	Cost	Size	Top Speed	Recommended Vehicles
Metro Road Hog	$400	2 x 2	3	Blazer Turbo Bike
Metro Road Grav	$600	2 x 2	4	Blazer Turbo Bike
Metro Turbo Grav	$900	2 x 3	5	Stormdog
Metro Power Grav	$1,200	2 x 4	6	Stormdog; Wolfhound APC
Metro Multipower Plus	$1,600	4 x 4	7	Wolfhound APC; Griffon AFV

Table 7-5 shows the specifications for airborne vehicle engines. (For descriptions of each engine type, consult the UFOPedia.)

TABLE 7-5. STATISTICS FOR STANDARD AIRBORNE VEHICLE ENGINES

Engine Type	Cost	Size	Top Speed	Recommended Vehicles
SD Standard	$1,000	2 x 2	10	Hoverbike
SD Deluxe	$1,500	2 x 2	11	Hoverbike
SD Sports	$2,000	2 x 2	12	Hoverbike; Phoenix Hovercar
SD Turbo	$3,500	2 x 4	13	Phoenix Hovercar
SD Elite	$5,000	4 x 4	14	Valkyrie Interceptor
SD Special	$7,000	4 x 4	15	Valkyrie Interceptor; Hawk Air Warrior

NOTE

There's a weight statistic for every vehicle in the game. We don't deal with it here because it has little tangible effect on gameplay. It mainly governs vehicle turning radius. Suffice it to say that large vehicles with lots of equipment turn slowly, while small vehicles with little equipment turn quickly. Another effect of vehicle weight concerns the Hoverbike. This vehicle is so light that 4 is added to the Top Speed of whatever engine it uses.

Vehicle Weapons

A deciding factor in a vehicle's performance as an interceptor is its weaponry. The following sections describe the weapons available for X-COM ground and airborne vehicles. Statistics for each weapon include:

- Manufacturer: *The company who makes the weapon.*
- Cost: *The weapon's base cost. Actual prices fluctuate throughout the game due to supply and demand. (See Chapter 4 for details.)*

- Skill Hours: *Number of engineer Skill Hours required to build a single weapon of this type (where applicable).*
- Size: *Weapon configuration in terms of space boxes. For example, a 1 x 3 weapon requires a weapons space with at least three space boxes in a 1 x 3 configuration.*
- Ammo Type/Cost: *Type and cost of ammunition the weapon uses.*
- Damage: *Number of hit points of damage the weapon inflicts.*
- Range: *Range of the weapon in meters. (One map square on the Cityscape equals 16 meters.)*
- Accuracy: *Base percentage chance for the weapon to hit.*
- Fire Rate: *Number of rounds-per-second the weapon can fire.*
- Rounds: *Number of shots the weapon can fire before being reloaded at a base.*

Ground Vehicle Weapons

The following weapons can be mounted on X-COM ground vehicles.

40mm Auto Cannon Turret

Manufacturer: Megapol
Cost: $300
Skill Hours: N/A
Size: 2 x 2
Ammo Type/Cost: Repeater 40mm Cannon Round ($6)
Damage: 14
Range: 150
Accuracy: 70%
Fire Rate: 6.0 r/s
Rounds: 500

The Auto Cannon Turret is one of the few ground vehicle weapons systems available. Its low-powered rounds are fairly effective against other lightly-armored ground vehicles, but not much use against UFOs and buildings.

Airguard Anti-Air Cannon

Manufacturer: Marsec
Cost: $400
Skill Hours: N/A
Size: 2 x 2
Ammo Type/Cost: Airguard 52mm Cannon Round ($8)
Damage: 16
Range: 180
Accuracy: 72%
Fire Rate: 2.0 r/s
Rounds: 600

With slightly more power and range than the 40mm Auto Cannon, the Airguard is designed with UFO interception in mind. Still, low damage potential and slow fire rate make this system suitable for intercepting only the weakest and slowest UFOs. If you insist on attempting UFO interceptions with ground vehicles, you're better off with the more powerful and accurate GLM Array.

GLM Air Defense

Manufacturer: Marsec
Cost: $2,100
Skill Hours: N/A
Size: 4 x 4
Ammo Type/Cost: Air Defense Missile ($180)
Damage: 28
Range: 325
Accuracy: 75%
Fire Rate: 1.05 r/s
Rounds: 16

Not to be confused with the smaller GLM Array, the GLM Air Defense is one of three turrets that can be mounted on the Griffon AFV. Despite its better range and slightly larger magazine, the GLM Air Defense isn't significantly better than the less expensive GLM Array. Use your Griffons for other destructive purposes and avoid this turret. There are better ways to shoot down UFOs.

GLM Array

Manufacturer: Marsec
Cost: $600
Skill Hours: N/A
Size: 2 x 2
Ammo Type/Cost: Ground Launched Missile ($100)
Damage: 26
Range: 225
Accuracy: 76%
Fire Rate: 1.5 r/s
Rounds: 12

This small missile launcher is the best anti-UFO weapon available for ground vehicles. Although it lacks the range of the Griffon's GLM Air Defense turret, the GLM Array fires missiles almost as powerful, almost as fast, and almost as accurate–and at a significantly faster rate of fire! This is your best choice if you insist on ground-based UFO interception.

Plasma Turret Cannon

Manufacturer: Marsec
Cost: $1,800
Skill Hours: N/A
Size: 4 x 4
Ammo Type/Cost: Elerium-115 ($20)
Damage: 30
Range: 400
Accuracy: 55%
Fire Rate: 4.5 r/s
Rounds: 130

The Plasma Turret Cannon demonstrates the awesome destructive potential of the Griffon AFV. It delivers a powerful plasma blast at extremely long range at an awesome rate of fire. This isn't a bad weapon for building demolition.

Rumble Cannon

Manufacturer: Megapol
Cost: $1,000
Skill Hours: N/A
Size: 4 x 4
Ammo Type/Cost: N/A
Damage: 34
Range: 250
Accuracy: 75%
Fire Rate: 5.14 r/s
Rounds: Unlimited

The Rumble Cannon is the default turret mounted on the Griffon AFV. While its targeting system is too slow to track fast-moving targets effectively, the Rumble Cannon excels as a building-blaster. It doesn't have quite the range of the Griffon's Plasma Turret, but it has a definite economical edge over its more advanced counterpart–unlimited, free ammunition.

Ground Vehicle Weapon Statistics

TABLE 7-6. STATISTICS FOR X-COM GROUND VEHICLE WEAPONS

1	2	3	4	5	6	7	8	9	10	11
40mm Auto Cannon Turret	Megapol	$300	N/A	2 x 2	Repeater 40mm Cannon Round ($6)	14	150	70%	6.0 r/s	500
Airguard Anti-Air Cannon	Marsec	$400	N/A	2 x 2	Airguard 52mm Cannon Round ($8)	16	180	72%	2.0 r/s	600
GLM Air Defense	Marsec	$2,100	N/A	4 x 4	Air Defense Missile ($180)	28	325	75%	1.05 r/s	16
GLM Array	Marsec	$600	N/A	2 x 2	Ground Launched Missile ($100)	26	225	76%	1.5 r/s	12
Plasma Turret Cannon	Marsec	$1,800	N/A	4 x 4	Elerium-115 ($20)	30	400	85%	4.5 r/s	130
Rumble Cannon	Megapol	$1,000	N/A	4 x 4	N/A	34	250	75%	5.14 r/s	Unlimited

KEY

1	Weapon	5	Size	9	Accuracy
2	Manufacturer	6	Ammo Type/Cost	10	Fire Rate
3	Cost	7	Damage	11	Rounds
4	Skill Hours	8	Range		

Air Vehicle Weapons

The following weapons are designed for use on X-COM airborne vehicles.

40mm Auto Cannon

Manufacturer: Megapol
Cost: $500
Skill Hours: N/A
Size: 1 x 2
Ammo Type/Cost: Multi-Cannon Round ($5)
Damage: 10
Range: 175
Accuracy: 70%
Fire Rate: 6.0 r/s
Rounds: 300

The short range and limited damage potential of the Auto Cannon make it a dangerous weapon to use, with very little to recommend it. You're much better off with the laser and plasma weapons available at the start of the game.

Bolter 4000 Laser Gun

Manufacturer: Megapol
Cost: $1,000
Skill Hours: N/A
Size: 1 x 3
Ammo Type/Cost: N/A
Damage: 12
Range: 200
Accuracy: 55%
Fire Rate: 3.0 r/s
Rounds: Unlimited

The Bolter 4000 has a definite advantage over both conventional and plasma weapons when it comes to ammunition cost and capacity: Its ammunition is unlimited and *free!*

Disruptor Inversion Bomb Launcher

Manufacturer: X-COM
Cost: $7,000
Skill Hours: 6,000
Size: 2 x 3
Ammo Type/Cost: Disruptor Inversion Bomb ($3,500)
Damage: 94
Range: 450
Accuracy: 82%
Fire Rate: 0.40 r/s
Rounds: 32

Although its range is limited compared to that of the Retribution Missile (the best Earth technology-based missile system), this is easily outweighed by the damage potential and magazine capacity of this alien-built missile. The Disruptor Inversion Bomb Launcher is the weapon of choice for medium-range missile combat of any sort.

NOTE

In some places, the game refers to the Disruptor Inversion Bomb as the "Disruptor Bomb." Don't get confused. It's the same thing.

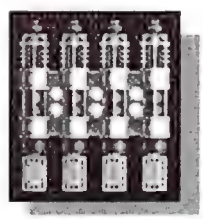
Disruptor Multibomb Launcher

Manufacturer: X-COM
Cost: $9,260
Skill Hours: 16,000
Size: 2 x 4
Ammo Type/Cost: Disruptor Multibomb ($4,230)
Damage: 65 (per fragment)
Range: 250

Accuracy: 84%
Fire Rate: 0.30 r/s
Rounds: 12

This alien weapon's short range belies its deadly power. Assuming you can get close enough to use it, this missile's multiple warheads (up to six per missile) split off, tracking and dealing damage to multiple targets simultaneously. Disruptor Multibombs won't replace Disruptor Inversion Bombs when it comes to large craft interceptions, but they're useful deployed against groups of smaller vessels.

Heavy Disruptor Beam



Manufacturer: X-COM
Cost: $20,500
Skill Hours: 11,000
Size: 4 x 4
Ammo Type/Cost: N/A
Damage: 80
Range: 600
Accuracy: 70%
Fire Rate: 1.80 r/s
Rounds: Unlimited

The Heavy Disruptor Beam is a *very* powerful weapon. Vehicles that can accommodate this weapon should have one. With range and damage capacity approaching (indeed, *exceeding*) that of some missiles, this weapon is a valuable, multipurpose addition to your arsenal. A bonus is that often you can recover the Heavy Disruptor Beam, and in fact *all* vehicle-mounted disruptor weapons, from carefully executed UFO tactical missions and add it to your arsenal free of charge. What a deal!

Janitor Missile Array

Manufacturer: Megapol
Cost: $1,200
Skill Hours: N/A
Size: 1 x 3
Ammo Type/Cost: Janitor Missile ($110)
Damage: 22
Range: 250
Accuracy: 76%
Fire Rate: 1.00 r/s
Rounds: 24

The Janitor Missile Array is one of the basic weapon systems available for airborne X-COM craft, with all the characteristics you'd expect–low price, low damage potential, and moderate range. As with all the game's craft-mounted weapons, it's almost foolhardy to use this weapon without a weapons control system to improve accuracy.

Justice Missile Launcher

Manufacturer: Megapol
Cost: $800
Skill Hours: N/A
Size: 1 x 3
Ammo Type/Cost: Justice Missile ($330)
Damage: 50
Range: 1,000
Accuracy: 74%
Fire Rate: 0.51 r/s
Rounds: 1

The Justice Missile, like the Janitor Missile, is a basic weapon system available at the beginning of the game. It's the best weapon available for large, tough targets early on, with four times the range and more than twice the damage potential of the smaller Janitor Missile. It would be the perfect early-game weapon but for the fact that its missiles are incredibly slow, and each launcher can carry only one missile at a time–deadly when you face multiple small, moving targets. The Justice Missile is best used sparingly against buildings or large, slow UFOs.

Lancer 7000 Laser Gun

Manufacturer: Megapol
Cost: $1,500
Skill Hours: N/A
Size: 1 x 4
Ammo Type/Cost: N/A
Damage: 16
Range: 300
Accuracy: 60%
Fire Rate: 3.00 r/s
Rounds: Unlimited

The Lancer 7000 is an upgraded version of the Bolter 4000, designed for larger vehicles. If a vehicle has the space, this laser is the better choice of the two, with its slightly greater damage potential and a third more range. The Lancer is slightly more accurate than its smaller counterpart. Use it with a weapons control system to boost its accuracy into the acceptable range.

Laser Defense Array

Manufacturer: Megapol
Cost: $1,700
Skill Hours: N/A
Size: 2 x 2
Ammo Type/Cost: N/A
Damage: 8
Range: 64
Accuracy: 88%
Fire Rate: 9.00 r/s
Rounds: Unlimited

The Laser Defense Array, as its name suggests, is not actually a weapons system. It's a defensive system designed to shoot down enemy missiles at short range before they can hit a vehicle. Although somewhat useful for fighting a large number of missile-armed enemy vehicles at once, its applications are fairly limited. In most situations, you're better off leaving the defensive work to shield systems.

Light Disruptor Beam

Manufacturer: X-COM
Cost: $5,600
Skill Hours: 6,000
Size: 2 x 2
Ammo Type/Cost: N/A
Damage: 20
Range: 150
Accuracy: 50%
Fire Rate: 2.40 r/s
Rounds: Unlimited

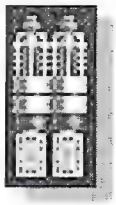
As a research item, the alien Light Disruptor Beam is crucial to your success. However, as a weapon, it's only so-so. View the Light Disruptor as a stepping-stone to better things. Don't bother building it, and if you happen to pick it up during a UFO tactical mission, sell it. The Medium Disruptor Beam is a much better weapon, assuming a vehicle has room for one.

Lineage Plasma Cannon

Manufacturer: Marsec
Cost: $6,000
Skill Hours: N/A
Size: 1 x 3
Ammo Type/Cost: Elerium-115 ($20)
Damage: 25
Range: 400
Accuracy: 66%
Fire Rate: 3.00 r/s
Rounds: 110

The Lineage Plasma Cannon is the best human technology-based beam weapon available. It has a good damage rating, excellent range, and tolerable accuracy (when enhanced with a weapons control system). Ammunition is limited, but in practice you'll seldom need to fire more than 110 shots in a single battle. An acceptable weapon.

Medium Disruptor Beam



Manufacturer: X-COM
Cost: $10,500
Skill Hours: 8,000
Size: 2 x 3
Ammo Type/Cost: N/A
Damage: 40
Range: 300
Accuracy: 60%
Fire Rate: 2.11 r/s
Rounds: Unlimited

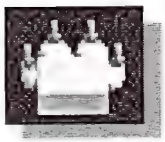
The Medium Disruptor Beam is a much better weapon than its smaller counterpart. It has nearly twice the firepower of the strongest human-designed beam weapon, and twice the range of the Small Disruptor. Its only real drawback is its accuracy, but installing a weapons control system can alleviate this. Used as directed, this is a formidable weapon.

Plasma Defense Array

Manufacturer: Marsec
Cost: $2,300
Skill Hours: N/A
Size: 2 x 2
Ammo Type/Cost: N/A
Damage: 12
Range: 84
Accuracy: 92%
Fire Rate: 9.00 r/s
Rounds: Unlimited

Like the Laser Defense Array, the Plasma Defense Array is actually a defensive system, not a weapon. It performs the same task as its laser counterpart–shooting down enemy missiles before they can hit the vehicle–but at greater range. The plasma version also packs more of a punch, which helps ensure that it destroys the missiles it hits. Even with all these advantages, this system's usefulness pales in comparison with shielding systems because it can't protect the vehicle from beam-weapon attacks.

Plasma Multi-System



Manufacturer: Marsec
Cost: $5,000
Skill Hours: N/A
Size: 2 x 2
Ammo Type/Cost: Elerium-115 ($20)
Damage: 14
Range: 175
Accuracy: 62%
Fire Rate: 6.00 r/s
Rounds: 30

The UFOPedia touts the Plasma Multi-System as "ideally suited for installation in larger, less maneuverable craft." In practice, however, this weapon's low damage potential, short range, and limited ammunition make the Plasma Multi-System a lackluster weapon, despite the fact that it fires in several directions at once. Just about any weapon would serve you better.

Prophet Missile Array

Manufacturer: Marsec
Cost: $1,500
Skill Hours: N/A
Size: 1 x 3
Ammo Type/Cost: Prophet Missile ($200)
Damage: 26
Range: 350
Accuracy: 76%
Fire Rate: 0.85 r/s
Rounds: 8

This weapon is essentially a variation on the Janitor Missile Array. Its only real advantage over the Janitor is added maneuverability, making the Prophet slightly more effective against fast-moving targets. It achieves this at the cost of ammunition capacity (reduced by two-thirds). In a dogfight against a single fast UFO, this might be a worthwhile exchange, but the greatly reduced missile payload is a detriment when multiple vehicles are involved.

Rendor Plasma Gun

Manufacturer: Marsec
Cost: $2,500
Skill Hours: N/A
Size: 1 x 2
Ammo Type/Cost: Elerium-115 ($20)
Damage: 20
Range: 250
Accuracy: 64%
Fire Rate: 3.0 r/s
Rounds: 70

Despite its less-than-stellar accuracy rating, the Rendor Plasma Gun is one of the two best small-vehicle weapons available at the start of the game. With more range and damage potential than the Auto Cannon, this weapon is an excellent choice for vehicles that can't carry anything bigger, especially if you use it in conjunction with a weapons control system.

Retribution Missile Launcher

Manufacturer: Marsec
Cost: $1,100
Skill Hours: N/A
Size: 1 x 4
Ammo Type/Cost: Retribution Missile ($420)
Damage: 68
Range: 1150
Accuracy: 78%
Fire Rate: 0.40 r/s
Rounds: 1

Too slow and bulky to be effective against airborne targets, the Retribution Missile works best attacking buildings. The thing is, the Griffon AFV ground vehicle can take care of building demolition with its Rumble Cannon. That makes this building-buster missile something of a waste: It's more expensive and allows you only one shot. Your best bet is to wait for alien-based missiles if you want a missile that really packs a punch and serves more than one limited purpose.

Stasis Bomb Launcher

Manufacturer: X-COM
Cost: $4,760
Skill Hours: 5,000
Size: 2 x 4
Ammo Type/Cost: Stasis Bomb ($2,650)
Damage: 0
Range: 250
Accuracy: 80%
Fire Rate: 0.40 r/s
Rounds: 5

Stasis Bombs are, by and large, novelty weapons you can do without, but they do excel for certain specific uses. For example, if you arm one of several intercept vehicles with Stasis Bombs against a large UFO, the Stasis Bombs will freeze the UFO while the other ships pound it with conventional weapons.

The second, and most valuable, Stasis Bomb tactic involves arming ships with this weapon and using them to escort your troop transport into the Alien Dimension. Freezing alien ships along the route to the building you're invading buys your transport ship precious seconds to get your troops safely to their destination.

The following weapons and ammunition must be constructed in an Advanced Workshop (as opposed to the standard variety):

- *Light, Medium, and Heavy Disruptor Beams*
- *Disruptor Inversion Bomb and Disruptor Inversion Bomb Launcher*
- *Stasis Bomb and Stasis Bomb Launcher*
- *Disruptor Multibomb and Disruptor Multibomb Launcher*

Airborne Vehicle Weapons Statistics

TABLE 7-7. STATISTICS FOR X-COM AIRBORNE VEHICLE WEAPONS

1	2	3	4	5	6	7	8	9	10	11
40mm Auto Cannon	Megapol	$500	N/A	1 x 2	Multi-Cannon Round ($5)	10	175	70%	6.0 r/s	300
Bolter 4000 Laser Gun	Megapol	$1,000	N/A	1 x 3	N/A	12	200	55%	3.0 r/s	Unlimited
Disruptor Inversion Bomb Launcher	X-COM	$7,000	6,000	2 x 3	Disruptor Inversion Bomb ($3,500)	94	450	82%	0.40 r/s	32
Disruptor Multi-Bomb Launcher	X-COM	$9,260	16,000	2 x 4	Disruptor Multi-Bomb ($4,230)	65	250	84%	0.30 r/s	12
Heavy Disruptor Beam	X-COM	$20,500	11,000	4 x 4	N/A	80	600	70%	1.80 r/s	Unlimited
Janitor Missile Array	Megapol	$1,200	N/A	1 x 3	Janitor Missile ($110)	22	250	76%	1.00 r/s	24
Justice Missile Launcher	Megapol	$800	N/A	1 x 3	Justice Missile ($330)	50	1,000	74%	0.51 r/s	1
Lancer 7000 Laser Gun	Megapol	$1,500	N/A	1 x 4	N/A	16	300	60%	3.00 r/s	Unlimited
Laser Defense Array	Megapol	$1,700	N/A	2 x 2	N/A	8	64	88%	9.00 r/s	Unlimited
Light Disruptor Beam	X-COM	$5,600	6,000	2 x 2	N/A	20	150	50%	2.40 r/s	Unlimited
Lineage Plasma Cannon	Marsec	$6,000	N/A	1 x 3	Elerium-115 ($20)	25	400	66%	3.00 r/s	110
Medium Disruptor Beam	X-COM	$10,500	8,000	2 x 3	N/A	40	300	60%	2.11 r/s	Unlimited
Plasma Defense Array	Marsec	$2,300	N/A	2 x 2	N/A	12	84	92%	9.00 r/s	Unlimited
Plasma Multi-System	Marsec	$5,000	N/A	2 x 2	Elerium-115 ($20)	14	175	62%	6.00 r/s	30
Prophet Missile Array	Marsec	$1,500	N/A	1 x 3	Prophet Missile ($200)	26	350	76%	0.85 r/s	8
Rendor Plasma Gun	Marsec	$2,500	N/A	1 x 2	Elerium-115 ($20)	20	250	64%	3.0 r/s	70
Retribution Missile Launcher	Marsec	$1,100	N/A	1 x 4	Retribution Missile ($420)	68	1150	78%	0.40 r/s	1
Stasis Bomb Launcher	X-COM	$4,760	5,000	2 x 4	Stasis Bomb ($2,650)	0	250	80%	0.40 r/s	5

KEY

1 Weapon
2 Manufacturer
3 Cost
4 Skill Hours
5 Size
6 Ammo Type/Cost
7 Damage
8 Range
9 Accuracy
10 Fire Rate
11 Rounds

Other Vehicle Equipment

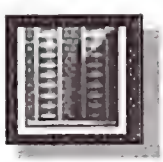
This section describes the nonweapon equipment available for mounting on X-COM vehicles, including shields, stealth systems, and weapons control systems. All mount in the Equipment Space of your vehicles. Statistics for each item include:

- Manufacturer: *The company that builds the equipment in question.*
- Cost: *The system's base cost. Day-to-day equipment costs fluctuate over the course of the game. (See Chapter 4.)*
- Skill Hours: *Number of engineer Skill Hours required to build the item (where applicable).*
- Size: *Number of Equipment Space squares the item takes up.*
- Function: *What the item does.*

Ground and Air Vehicle Systems

Whereas weapons and engines are specific to either ground or airborne vehicles, special systems usually have versions for both land and air vehicles. This section describes these crossover systems.

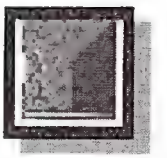
Bio-Transport Module



Manufacturer: X-COM
Cost: $950
Skill Hours: 4,000
Size: 2 x 2
Function: Allows transport of up to 20 aliens or alien corpses

Here's one item you have no choice but to build. Without the Bio-Transport Module, you can't bring aliens and alien corpses back from tactical battles, and without studying aliens and alien corpses, you can't finish the game.

Cargo Module



Manufacturer: Superdynamics
Cost: $300
Skill Hours: N/A
Size: 2 x 2
Function: Holds 50 units of cargo

To bring items back from a tactical mission, you must have space in your vehicle to store them. That's where the Cargo Module comes in. "Units" of cargo refers to the number of squares equipment can occupy. This equates to the number of squares each piece of equipment would occupy on the Equip Agent Screen.

Heavy Weapons Control

Manufacturer: Cyberweb
Cost: $6,000
Skill Hours: N/A
Size: 2 x 2
Function: Increases weapons accuracy by 30%

Considering the dismal accuracy of all the game's ship-mounted weapons, you shouldn't have to be prodded to purchase weapons control systems as soon as you have the money. The Heavy Weapons Control is the best system you can purchase outright. If your ship size and budget can accommodate it, every ship should have at least one.

The effects of weapons control systems are cumulative: The more systems you install, the more accurate your weapons. If you have the money and the equipment space, multiple control systems are always a good idea.

Light Weapons Control

Manufacturer: Cyberweb
Cost: $1,500
Skill Hours: N/A
Size: 1 x 1
Function: Increases weapons accuracy by 10%

This is *the* basic weapons control system. Sure, the accuracy increase is nominal, but these low-accuracy weapons systems can use all the help they can get!

Medium Weapons Control

Manufacturer: Cyberweb
Cost: $3,000
Skill Hours: N/A
Size: 2 x 1
Function: Increases weapons accuracy by 20%

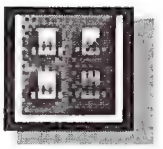
On a strictly cost-per-percent basis, the Medium Weapons Control is actually the best bargain. If you have the space in your ship, two of these systems provide a 10 percent increase in accuracy over one Heavy Weapons Control system, *for the same cost*. What a bargain!

Missile Evasion Matrix

Manufacturer: Cyberweb
Cost: $4,000
Skill Hours: N/A
Size: 2 x 2
Function: Jams approximately 60% of incoming enemy missiles

When evaluating this device, consider its space requirements carefully. In the same amount of equipment space, you could install a Small Disruption Shield. Which is more valuable–jamming 40 percent of enemy missiles or providing your ship with an extra layer of protection against *all* incoming weapons fire? You decide.

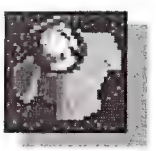
Passenger Module



Manufacturer: General Metro
Cost: $400
Skill Hours: N/A
Size: 2 x 2
Function: Allows a vehicle to carry four passengers more than its normal capacity

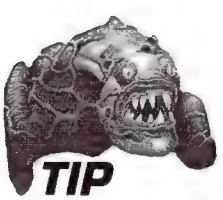
Passenger Modules are another must-buy item. Without them, most vehicles can't carry large squadrons of agents into combat. And you *will* need large squadrons, especially once you start invading the Alien Dimension.

Small Disruption Shield



Manufacturer: X-COM
Cost: $12,500
Skill Hours: 22,000
Size: 2 x 2
Function: Provides 200 points of shielding (discussed later in this chapter)

This is one of the two most important pieces of equipment available for your craft. (The other is the *Large* Disruption Shield.) Once the big UFOs start coming to town, sending intercept craft out without shields is a waste of money. Unshielded ships often go down with one or two good shots. Stock up on shields as soon as you can build them.



You can install multiple shields on a single ship. If you have the space and the money, always equip your intercept craft with multiple shields before sending them out against the larger UFOs. (For more information on armor and shields, see page 207.)

X-COM Advanced Control System

Manufacturer: X-COM
Cost: $8,000
Skill Hours: 24,000
Size: 2 x 2
Function: Increases weapons accuracy by 50%

When you can, install at least one of these systems on every vehicle that has the space. A 50 percent accuracy increase is just what most available weapons need to hit their targets with acceptable frequency.

Airborne Vehicle Equipment

The remaining special devices are available only for airborne vehicles.

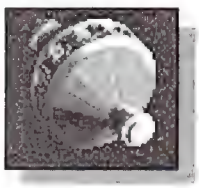
Cloaking Field

Manufacturer: X-COM
Cost: $16,450
Skill Hours: 25,000
Size: 3 x 4
Function: Makes the vessel invisible; reduces enemy weapons accuracy by 80% against the vessel on which the device is installed

This is the most intricate stealth system available for a vessel. It decreases the effectiveness of enemy attacks by 80%, *and* it renders the ship invisible. Unfortunately, the Cloaking Field is temporarily disabled every time the vehicle fires its weapons. That means this device is 100 percent effective only when the cloaked vessel is in Evasive mode.

Like the Personal Cloaking Field, the Cloaking Field doesn't seem to affect enemy effectiveness profoundly in actual use.

Large Disruption Shield



Manufacturer: X-COM
Cost: $19,800
Skill Hours: 30,000
Size: 3 x 3
Function: Provides 400 points of shielding

The Large Disruption Shield is the best protection you can buy for your larger vehicles, hands down. Heck, if you have the room, install two. You can never be too safe.

Special Equipment Statistics

TABLE 7-8. STATISTICS FOR X-COM VEHICLE SPECIAL EQUIPMENT

Item	Manufacturer	Cost	Skill Hours	Size	Function
Bio-Transport Module	X-COM	$950	4,000	2 x 2	Transports up to 20 aliens and/or alien corpses
Cargo Module	Superdynamics	$300	N/A	2 x 2	Holds 50 units of cargo
Cloaking Field*	X-COM	$16,450	25,000	3 x 4	80% weapons jamming; invisibility
Heavy Weapons Control	Cyberweb	$6,000	N/A	2 x 2	+30% weapons accuracy
Large Disruption Shield*	X-COM	$19,800	30,000	3 x 3	+400 shielding
Light Weapons Control	Cyberweb	$1,500	N/A	1 x 1	+10% weapons accuracy
Medium Weapons Control	Cyberweb	$3,000	N/A	2 x 1	+20% weapons accuracy
Missile Evasion Matrix	Cyberweb	$4,000	N/A	2 x 2	60% missile jamming
Passenger Module	General Metro	$400	N/A	2 x 2	+4 passenger capacity
Small Disruption Shield*	X-COM	$12,500	22,000	2 x 2	+200 shielding
X-COM Advanced Control System	X-COM	$8,000	24,000	2 x 2	+50% weapons accuracy

***Must be built by engineers in an Advanced Workshop.**

UFOs and Other Targets

Now that you know all there is about what you're shooting *with*, it's time to look at what you're shooting *at*. The following sections describe the UFOs and other vehicles you might encounter in combat.

UFOs

As always, the aliens have a wide array of fine vessels to serve them, most of which are far superior to your own vehicles throughout the first third or so of the game. Knowing specifics for all the alien ships might not lead to victory in every intercept attempt, but at least you'll know what you're up against.

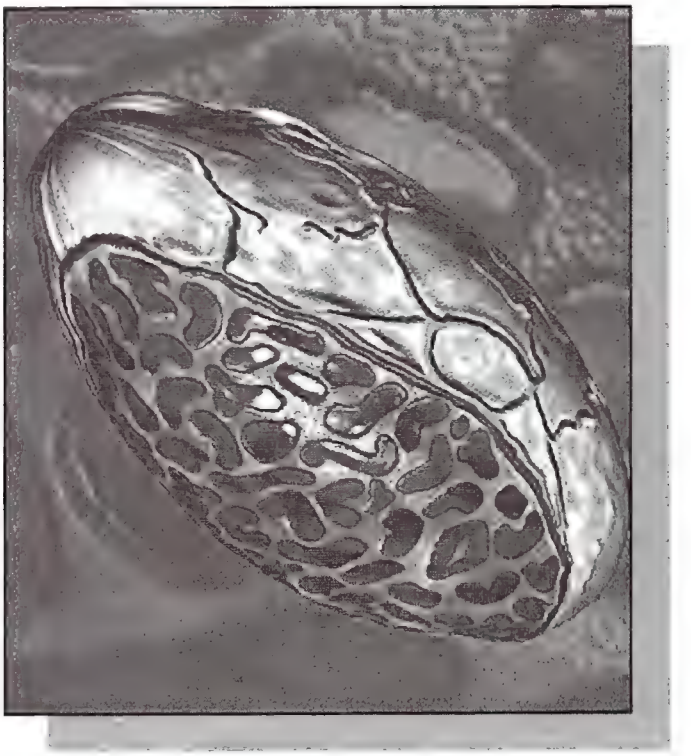
The following statistics for each UFO type include:

- Top Speed: *Top speed of the UFO.*
- Constitution: *Number of hit points it takes to destroy the UFO.*
- Armor: *Amount of armor the UFO has.*
- Equipment: *UFO equipment breaks down into standard equipment, which is always present, and Special equipment, which gets deployed later in the game (according to difficulty and how well X-COM is doing).*

Alien Probe

Top Speed: 14
Constitution: 80
Armor: 12
Standard Equipment: Light Disruptor Beam

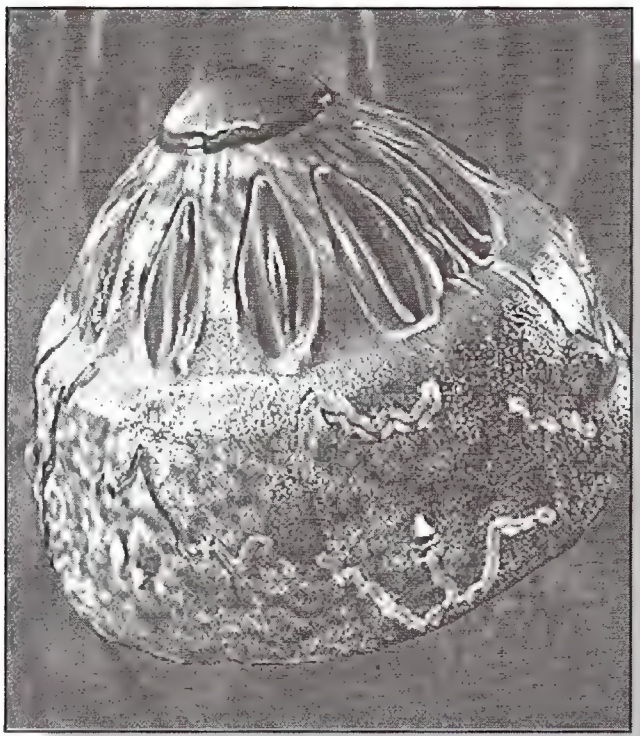
This UFO is one of the earliest you encounter. Its purpose is strictly information-gathering. Alien Probes have limited combat capability, and are fairly easy to shoot down.

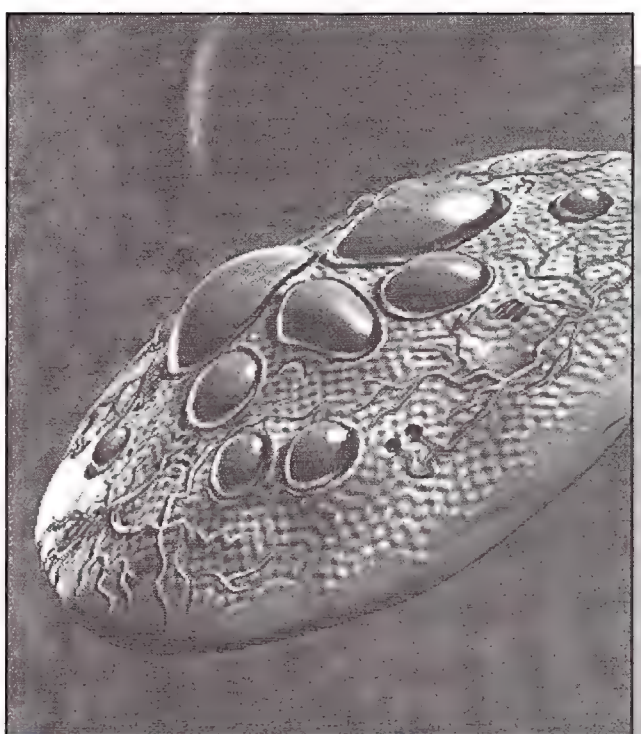


Alien Scout

Top Speed: 12
Constitution: 120
Armor: 27
Standard Equipment: Light Disruptor Beam, Small Disruption Shield

The Scout also appears early in the game. It's the first UFO that drops off alien beings in the city. Although its armament is no better than the Alien Probe's, the Scout is a bit tougher to shoot down.





Alien Transporter

Top Speed: 8
Constitution: 400
Armor: 36
Standard Equipment: Light Disruptor Beam, Small Disruption Shield

This craft's equipment payload is identical to the Alien Scout's, but the Alien Transporter is much sturdier. Its primary mission is to deposit aliens into Mega-Primus buildings.

Alien Fast Attack Ship

Top Speed: 20
Constitution: 80
Armor: 57
Standard Equipment: Medium Disruptor Beam, Small Disruption Shield

This ship's configuration–fast, lots of armor, heavier weapons than its predecessors–suggests that its primary function is combat. The Alien Fast Attack Ship's job is to run interference for the more vulnerable ships in the alien fleet.

Alien Destroyer

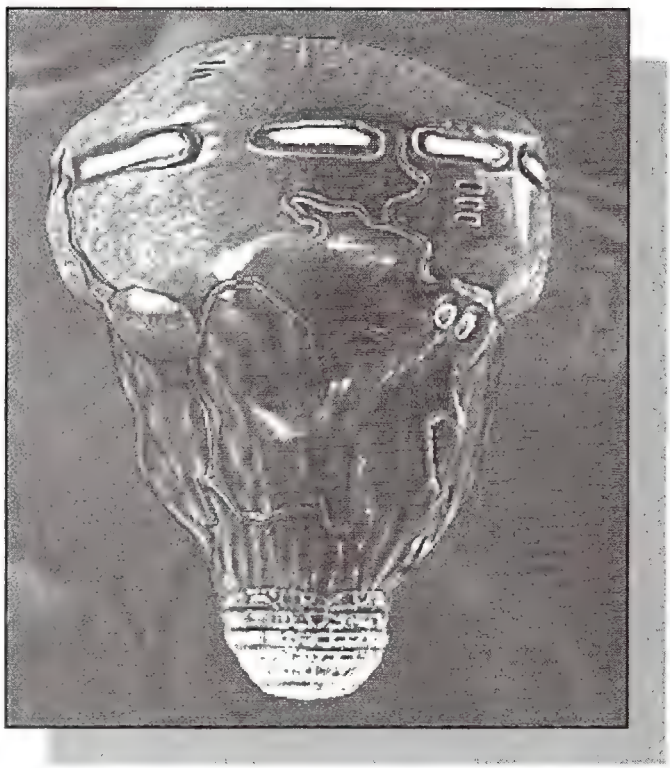
Top Speed: 12
Constitution: 600
Armor: 84
Standard Equipment: Disruptor Inversion Bomb Launcher, Small Disruption Shield

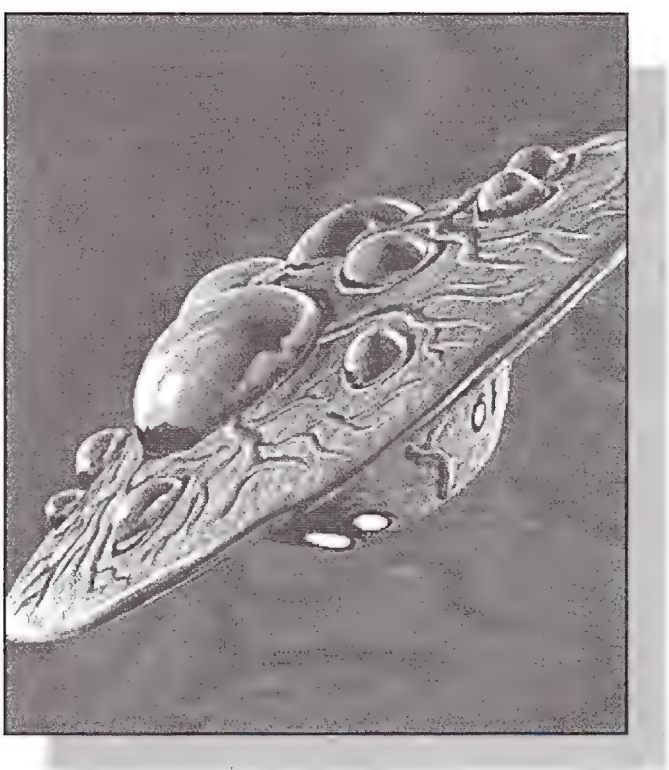
Although the Destroyer sometimes deposits aliens into the city, it's primarily a light bomber. It's difficult to destroy and very aggressive.

Alien Assault Ship

Top Speed: 8
Constitution: 850
Armor: 48
Standard Equipment: Medium Disruptor Beam, Small Disruption Shield, Cloaking Field

As the game progresses, certain early alien ships are superseded by better, stronger craft. The Assault Ship is one of these replacements, effectively taking over for the Alien Transporter. The Assault Ship is much better armed and much better protected than its predecessor.





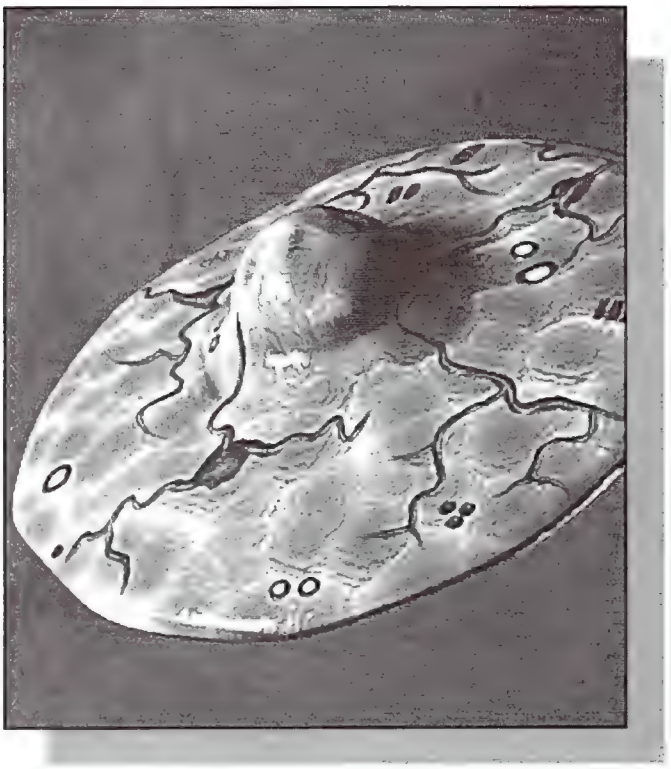
Alien Bomber

Top Speed: 14
Constitution: 700
Armor: 83
Standard Equipment: Light Disruptor Beam, Disruptor Inversion Bomb Launcher, Large Disruption Shield, Cloaking Field

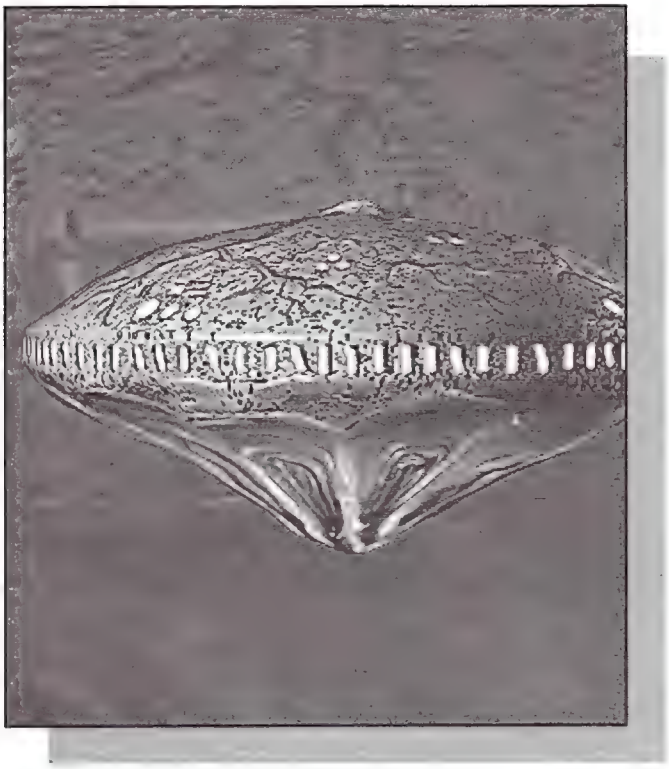
Fast, nimble, and armed to the teeth, the bomber can really ruin your day. The purpose of this vessel is simple: Lay waste to the city. Not only does the Alien Bomber perform this task well, it also excels at air-to-air combat, making it a powerful threat.

Alien Escort

Top Speed: 16
Constitution: 500
Armor: 120
Standard Equipment: Stasis Bomb Launcher, Large Disruption Shield, Cloaking Field



You could learn a thing or two watching this ship. The aliens use it to run interference for other vessels. The escort uses its Stasis Bombs to temporarily freeze enemy vessels so other alien ships can either get past them or pummel them into submission. You can easily adapt this tactic to use *against* the aliens. It works rather well.



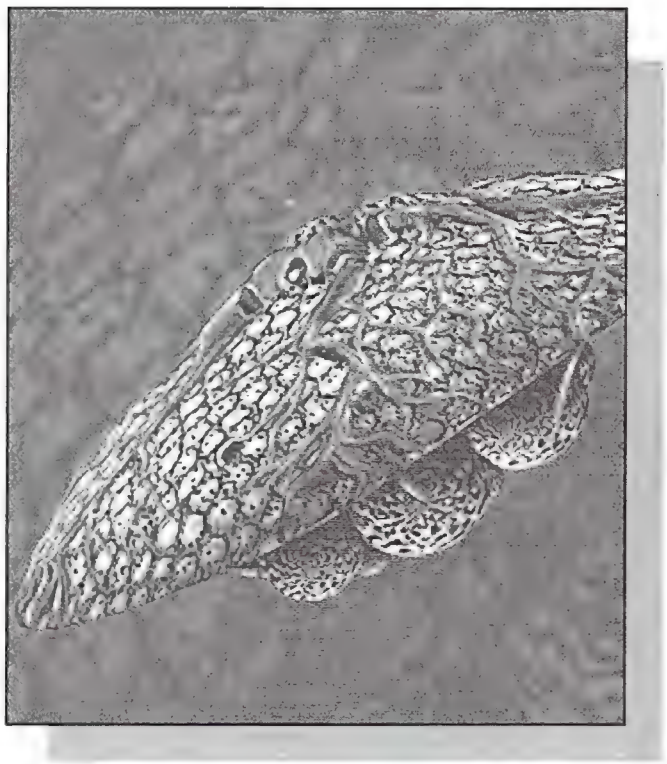
Alien Battleship

Top Speed: 12
Constitution: 1800
Armor: 102
Standard Equipment: Heavy Disruptor Beam, Disruptor Bomb Launcher, Large Disruption Shield

The well-armored Battleship is one of the two biggest threats to the city. Though easier to destroy than a Mothership, the Battleship's shielding and armor allow it to absorb a great deal of damage. This vessel is equally deadly to city buildings and X-COM craft.

Alien Mothership

Top Speed: 8
Constitution: 2800
Armor: 85
Standard Equipment: Heavy Disruptor Beam, Disruptor Multibomb Launcher, Stasis Bomb Launcher, Large Disruption Shield



The purpose of the Mothership is clear–mass destruction. Its Stasis Bombs can hold defending craft at bay while it lays waste to building after building. Although they have surprisingly low armor ratings, Motherships are difficult to shoot down because of their huge number of hit points.

Overspawn

Top Speed: 4
Constitution: 1800
Armor: 102
Standard Equipment: None

No, the Overspawn isn't a UFO. It just behaves like one. This huge creature is deposited in the city by an Alien Mothership. It has no weapons. It simply crushes building after building as it walks through! A lengthy barrage of weapons fire eventually brings this big boy down, and the sooner you can dispatch the thing, the better

UFO Statistics

Table 7-9 gives a rundown of all UFO statistics.

TABLE 7-9. UFO STATS

UFO Type	Top Speed	Constitution	Armor	Standard Equipment
Alien Probe	14	80	12	Light Disruptor Beam
Alien Scout	12	120	27	Light Disruptor Beam; Small Disruption Shield
Alien Transporter	8	400	36	Light Disruptor Beam; Small Disruption Shield
Alien Fast Attack Ship	20	80	57	Medium Disruptor Beam; Small Disruption Shield
Alien Destroyer	12	600	84	Disruptor Inversion Bomb Launcher; Small Disruption Shield
Alien Assault Ship	8	850	48	Medium Disruptor Beam; Small Disruption Shield; Cloaking Field
Alien Bomber	14	700	83	Light Disruptor Beam; Disruptor Multibomb Launcher; Large Disruption Shield; Cloaking Field
Alien Escort	16	500	120	Stasis Bomb Launcher; Large Disruption Shield; Cloaking Field
Alien Battleship	12	1800	102	Heavy Disruptor Beam; Disruptor Inversion Bomb Launcher; Large Disruption Shield
Alien Mothership	8	2800	85	Heavy Disruptor Beam; Disruptor Multi-Bomb Launcher; Stasis Bomb Launcher; Large Disruption Shield
Overspawn	4	1800	102	N/A

Other Vehicles In the City

Ideally you shouldn't come into conflict with civilian operated vehicles, but it's possible. Table 7-10 lists the characteristics of civilian vehicles you might meet up with.

TABLE 7-10. STATISTICS FOR CIVILIAN AND GOVERNMENT-OPERATED VEHICLES

Vehicle Type	Operator	Top Speed	Constitution	Armor	Standard Equipment
Airtaxi	Transtellar	11	25	0	SD Deluxe
Airtrans	Transtellar	12	60	0	SD Sports; Cargo Modules (5); Bio-Transport Module
Autotaxi	General Metro	4	15	0	Metro Roadgrav
Autotrans	General Metro	4	20	0	Metro Roadgrav; Cargo Modules (4)
Civilian Car	General Metro	4	20	0	Metro Roadgrav
Construction Vehicle	General Metro	12	60	0	SD Sports; Cargo Modules (6)
Police Car	Megapol	4	50	14	40mm Auto Cannon Turret; Metro Roadgrav
Police Hovercar	Megapol	12	40	12	Bolter 4000 Laser Gun; 40mm Auto Cannon; SD Sports
Rescue Transport	General Metro	13	35	0	SD Turbo; Cargo Modules (2)
Space Liner	Transtellar	15	800	19	SD Special

Miscellaneous Combat Information

The manual is pretty clear on the mechanics of controlling vehicles and combat on the Cityscape, so we won't cover it again here. A few odds and ends remain, however, that warrant a quick look.

Falling Rubble

When you destroy buildings, they break into little pieces and fall down. This is no problem if your vehicles are far away from or above the falling debris. However, if they're on the ground near the building, they will incur some damage.

The best way to avoid rubble damage is to keep your vehicles out of the way. Send flying vehicles to high altitude when a nearby building starts to collapse, and ground vehicles to a map point at least a half-block away.

Armor and Shields

Armor acts as a layer of protection for the vehicle body. Any damage inflicted against a vehicle, whether from beams, missiles, or falling debris, affects the armor first. What the armor doesn't absorb the vehicle does (that is, it's deducted from the vehicle's constitution).

The following formula determines how much, if any, incoming damage makes it through a vehicle's armor:

Incoming Damage - (Armor / 6) = Damage to Vehicle

The vehicle's armor rating is divided by six to represent the distribution of the armor over the vehicle's six sides (top, bottom, front, back, left, and right).

Disruption Shields operate the same way. The vehicle's current shield strength is divided by six and subtracted from the incoming damage. If the incoming damage exceeds the shield's protection level, the shield is destroyed and the remaining damage applied to the vehicle.

If a vehicle has both shields and armor, damage applies as follows:

1. When a ship fitted with multiple shields is hit by a weapon, the damage is spread equally between the shields. So, when a ship's shield energy reaches zero, all the shields fitted to the ship are destroyed
2. The armor rating is divided by six and subtracted from the damage that got through the shields. If the incoming damage exceeds the armor vehicle's armor rating, the remaining damage is subtracted from the ship's constitution.
3. If the remaining damage exceeds the ship's current constitution, the ship is destroyed.

The Apocalypse Mission

A little tidbit of saucer combat you may or may not run across is what's known as the "Apocalypse Mission." When triggered, this alien onslaught unleashes a huge number of saucers on Mega-Primus, all hell-bent to blast the city into ashes.

Sounds scary, huh? Actually, you may never experience this event, because a number of game conditions must exist for the Apocalypse Mission to take place.

Destroying the Control Chamber in the Alien Dimension (Alien Building 6) triggers this mission. If there are at least 10 available UFOs in the Alien Dimension at this time, they'll go through the Dimension Gate and attack the city, targeting any buildings belonging to corporations not alien-allied (including X-COM bases). The maximum number of UFOs that can be involved is 20.

Once it starts, the only way to end the Apocalypse Mission is to attack and destroy all the UFOs involved. Fortunately, corporations *not* working with the aliens will launch all the vehicles at their disposal to help you fight. Once the mission is over, it's *over*. There are no other similar UFO raids waiting for you down the line.

Entering and navigating the Alien Dimension presents its own set of challenges. Chapter 9 covers vehicle operation and tactics in the Alien Dimension, and provides an overview of the final tactical missions.

Chapter Eight

Agents and Combat

You must perform many tasks in *Apocalypse*. There's no one aspect of the game you'll spend more time on, however, than tactical combat–controlling your agents as they eradicate aliens and gather all the items your scientists need to complete their research.

The first part of this chapter looks at the characteristics and abilities of X-COM agents, how agent skills affect performance, and how you can improve them over time. In the remainder of the chapter we look at the tactical environment itself, and discuss the issues involved in moving and fighting in both turn-based and real-time tactical combat.

Although the focus of this chapter is on X-COM agents (and it specifically refers to "agents" when discussing movement and combat rules and equations) all the rules herein apply also to aliens and other enemy units.

X-COM Agents

At the heart of the tactical portion of the game are the X-COM agents. These are the men and women (and miscellaneous beings) who put their lives on the line–at your command–to rid the world of the alien menace. *Apocalypse* provides no automated tanks to help out as in the first two *X-COM* games. Tactical combat depends entirely on your agents' characteristics and your ability to command the agents effectively.

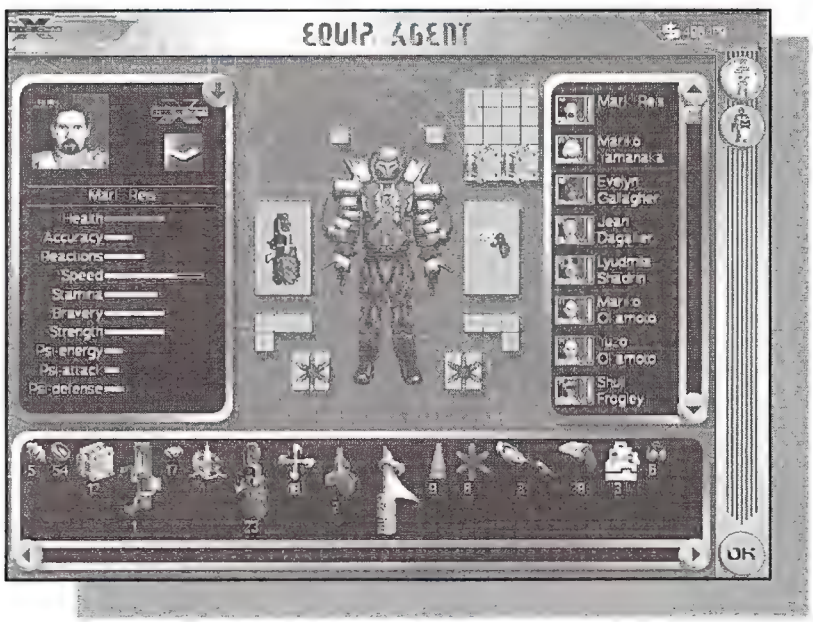


Figure 8-1. An X-COM Agent, Armed for Combat.

Agent Stats

As you know, every agent has a unique set of characteristics and abilities. The Equip Agent Screen displays each agent's statistics as colored bars in a box in the screen's upper left. (See figure 8-2.) You can view this information before you hire an agent by moving the cursor over his or her icon on the Civilian List of the Hire/Fire Screen. Reviewing this information first will help you avoid hiring substandard agents.

Figure 8-2. Reviewing an Agent's Statistics.

In addition to a graphic representation of an agent's stats–fine for general comparison but not terribly informative–you can also get a numeric figure. Move the cursor over any of the colored bars in the statistics box of the Equip Agent Screen. A gray box will appear next to the cursor naming the statistic and providing a numeric value. (See figure 8-3.) In the case of the Health statistic, two numbers are shown, separated by a slash. The number the left of the slash represents the agent's current level of Health, and the number to the right the agent's full level of Health, or "maximum Health." For example, if an injured agent's Health statistic reads "10/45," it means the agent's Health level is currently 10, but his or her maximum Health is 45.

What the Statistics Mean

Every agent has 11 vital statistics that define his or her level of performance in various aspects of combat:

- Time Units: *The number of Time Units (TUs) the agent has per turn in turn-based combat.*
- Speed: *The agent's movement Speed in real-time combat.*
- Health: *The agent's "hit points" (number of points of damage it takes to kill the agent).*
- Stamina: *The agent's total amount of energy. Unlike Speed and Time Units, Stamina decreases over the course of combat due to exertion and activity. Stamina points regenerate slowly if the agent remains inactive for a period of time.*

Figure 8-3. A Numeric Representation of an Agent's Health Statistic.

- Reactions: *The Speed with which the agent reacts to changing battle conditions. The higher this statistic, the more likely the agent will perform opportunity fire (in turn-based combat) or the more quickly he or she reacts to a surprise attack (in real-time combat).*
- Strength: *The factor that determines how much weight the agent can carry and how far he or she can throw objects. A agent can carry up to his or her Strength in weight units without incurring movement penalties.*
- Bravery: *Determines how the agent reacts to deteriorating combat conditions. When the battle turns against an agent with a low Bravery statistic, he or she is more likely to panic.*
- Psi-energy: *Every time the agent attempts to perform a psionic attack, he or she expends energy. The Psi-energy stat represents the maximum amount of psionic attack energy the agent has. Psi-energy recharges gradually after being expended.*
- Psi-attack: *The level of ability the agent possesses for initiating psionic attacks. This statistic is a factor in the psionic attack equation, which determines the success of a psionic attack. The higher the Psi-attack statistic, the more likely the attack will succeed.*
- Psi-defense: *The opposite of Psi-attack, Psi-defense determines the agent's ability to defend against psionic attacks. The higher the stat, the less likely an attack directed at the agent will succeed. (You'll find more information on psionic combat later in this chapter.)*
- Accuracy: *The agent's base firing and throwing accuracy. This statistic is a factor in the equation that determines the percentage chance for the agent to hit a target. (We provide more information and specific combat equations later in this chapter.)*

The Time Units stat doesn't appear among the statistics in the Equip Agent Screen. To determine Time Units, multiply the agent's Speed statistic by 8.

Agent Types and Initial Statistics

Apocalypse gives you the advantage of looking over potential agents' statistics before you recruit them, something you *couldn't* do in the first two games. Even so, it helps to know the range of possible ability scores so you know if the agents you recruit are above or below "average."

Initial statistics for X-COM agents depend on their genetic group. The three types of agent are human, human/Sectoid hybrid, and android. Human agents are always available for recruitment. The availability of hybrid and android agents depends on the current status of your relations with the Mutant Alliance and SELF organizations (respectively). If relations are good with both, hybrid and android agents will be among the mix of possible recruits.

Androids and hybrids have certain advantages and disadvantages compared to human agents.

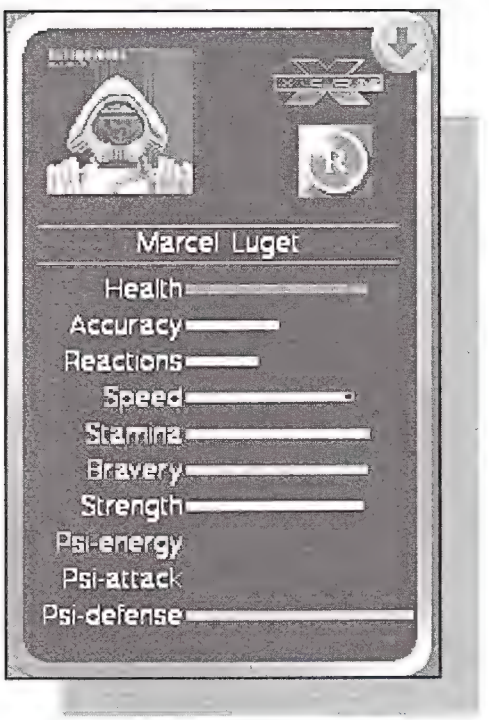


Figure 8-4.
An Android Agent.

Androids: *Androids tend to start out with generally higher statistics than humans and hybrids–especially Health, Stamina, and Strength. Their stats remain static throughout the game, however, and neither experience nor training can improve them. Androids are incapable of initiating psionic attacks, but they're also immune to the effects of alien psionics. Androids are ideal heavy-weapons carriers, because the weight doesn't usually slow them.*

Hybrids: *Hybrids are a genetic cross between humans and Sectoids, an alien race from* X-COM UFO Defense. *They generally start their careers with lower stats than humans and androids (except for psionic stats, which are usually much higher). Like human agents, hybrids can improve their stats through experience and training. Hybrids are your best choice for psionic attackers, although their low Strength prevents them from carrying heavy weapons and excess equipment.*

Figure 8-5.
A Hybrid Agent.

Initial statistics for each type of agent are calculated by adding a random number to a base amount for each statistic. (See tables 8-1 through 8-3.)

Speed is not calculated separately from Time Units. To determine an agent's Speed, the game uses the equation Speed = Time Units / 8.

TABLE 8-1. INITIAL STATS FOR HUMAN AGENTS

Statistic	Base Amount	Random Factor
Time Units	70	0 to 15
Health	40	0 to 10
Stamina	80	0 to 40
Reactions	10	0 to 30
Bravery	20	0 to 50
Psi-energy	5	0 to 15
Psi-attack	5	0 to 15
Psi-defense	15	0 to 15
Accuracy	65	0 to 20

TABLE 8-2. INITIAL STATS FOR ANDROID AGENTS

Statistic	Base Amount	Random Factor
Time Units	60	0 to 20
Health	70	0 to 20
Stamina	120	0 to 50
Reactions	15	0 to 25
Strength	55	0 to 30
Bravery	60	0 to 40
Psi-energy	0	0
Psi-attack	0	0
Psi-defense	100	0
Accuracy	50	0 to 20

TABLE 8-3. INITIAL STATS FOR HYBRID AGENTS

Statistic	Base Amount	Random Factor
Time Units	60	0 to 15
Health	30	0 to 10
Stamina	70	0 to 30
Reactions	15	0 to 30
Strength	30	0 to 10
Bravery	20	0 to 30
Psi-energy	30	0 to 15
Psi-attack	25	0 to 15
Psi-defense	25	0 to 15
Accuracy	60	0 to 20

Peruse the agents you get at the start of the game and check their stats against those in the foregoing tables. If you find that some of your agents have excessively low ability scores, fire them and hire replacements (if any are available).

It's also a good idea to check and see if the computer's initial arms and equipment distribution to your agents actually fits their skills and abilities. Often, the computer doles out weapons and equipment haphazardly–agents with virtually no Strength armed with heavy weapons that would slow them to a crawl in combat, agents with virtually no psionic ability armed with Mind Benders, and so on. If you go into combat without redistributing equipment and arms on your own, you may end up with lots of dead agents.

Improving Agent Statistics

Except for androids, all agents can improve their abilities over the course of the game. This is a real incentive to keep agents alive as long as possible! Agents can improve their statistics two ways–experience and training.

Except for Stamina, experience and training can't improve any agent statistic above 100. (The maximum level for Stamina is 200.)

Improving Stats through Experience

Nothing beats experience when it comes to improving abilities. This is as true in *Apocalypse* as it is in real life. The more your agents participate in combat, the better they get at it. "Participation" means actively helping in the mission. Agents who simply stand around doing nothing gain no combat experience. Experience can improve the following agent statistics:

- Health: *An agent can gain up to a 2-point permanent increase to his or her maximum Health each mission. The amount of increase is based on the number of kills the agent makes during the mission. The more kills, the better his or her chances for a Health increase.*
- Stamina: *An agent can gain a random, permanent increase in Stamina by being active in the mission. The more Stamina the agent uses in the mission, the more likely this statistic will increase. Agents who spend most of their time standing still gain no Stamina.*
- Reactions: *An agent's Reactions can increase by up to 5 points, depending on how often he or she used Reactions in the mission. For example, agents who frequently engage in opportunity fire during a turn-based mission are likely to see an increase in this statistic.*
- Bravery: *An agent's Bravery may increase by up to 10 points, depending on how well the agent performs on a mission. Agents who actively engage in combat and don't panic in the face of adverse conditions are likely to experience a Bravery increase.*
- Accuracy: *An agent's Accuracy can improve by up to 10 percent, depending on how often he or she engaged in active combat during the mission. This includes combat using both thrown and ranged weapons.*

Improving Stats Through Training

In addition to gaining experience via combat, agents can improve their ability scores by participating in training. Training takes place in Training Areas (for standard combat training) and Psi-Gyms (for psionic training). Your initial base comes equipped with both these facilities, so you can begin training your agents immediately. In fact, they're automatically assigned to training at the start of the game. Each facility can train up to 10 agents at a time at full efficiency.

Agents can participate in only one form of training at a time. At the start of the game, make sure your agents are assigned to the appropriate training facility. If you want to improve an agent's psionic abilities, make sure he or she is assigned to psionic training. To improve an agent's general combat abilities, make sure he or she is assigned combat training.

Combat Training

For every half hour of game time an agent spends in combat training, the agent gains 20 training points (if the Training Area is operating at 100 percent efficiency–that is, no more than 10 agents are assigned to the facility). If more than 10 agents train in a single facility, they all receive fewer training points; the more agents assigned, the fewer points they receive. To receive training points, an agent must be at his or her home base. Agents receive no training points on missions.

When an agent accumulates 160 training points, there's a chance the following statistics will undergo a permanent increase:

Time Units
Health
Stamina
Reactions
Strength
Accuracy

Each of these statistics has a chance of increasing by 1 point. With the exception of Stamina, the chance for an increase is

(100 - Current Stat Value)%

For Stamina, the chance for an increase is:

(100 - Current Stat Value / 2)%

Combat training provides a very gradual increase at best, and the chance to increase any statistic becomes more and more difficult over time as the statistic improves.

Nevertheless, it doesn't hurt to place your agents in training. It's a passive thing, and they have nothing better to do between missions.

Psionic Training

Psionic training functions similarly to combat training. For every half-hour an agent spends at his or her home base, the agent gains 20 training points (assuming the Psi-Lab is training 10 or fewer agents). Once the agent gains a total of 160 training points, there's a chance each of his or her psionic statistics may increase by the following amounts:

- *Psi-energy: 1 point*
- *Psi-attack: 20 points*
- *Psi-defense: 20 points*

The formula determining whether and which psionic skills increase is:

100 - (3 x Current Stat Level - Initial Value)%

As with the other statistics, the maximum psionic stat is 100. However, psionics are limited in that an agent's psionic stats can't increase beyond three times their initial value. In other words, an agent with an initial Psi-attack score of 25 could increase his/her Psi-attack to a maximum of 75. In practice, this means it's a waste of time to assign agents with extremely low initial psionic abilities to Psionic Training. This training process is best used on agents who start their careers with reasonable psionic stats.

Agent Rank

Apocalypse uses a pseudo-military system for agents. As they gain combat experience, they become eligible for promotion to successively higher ranks.

Agents are promoted based on their individual Combat Rating for a mission. As you might recall from Chapter 1, the Combat Rating is a combination of the Tactical Point Value gained by killing enemies and the Tactical Point Value lost by killing friendly targets. The Combat Rating given in the debriefing at the end of every tactical mission is the combined value for all agents participating in the mission. Although it's not

broken down individually, the game tracks individual Combat Ratings for purposes of promotion. If an agent's individual Combat Rating is greater than 4, he or she may be eligible for promotion.

There can be up to five promotions at the end of each tactical mission. Agents are promoted in order of individual Combat Rating (highest to lowest). The game checks the agent with the highest Combat Rating to see whether he or she is eligible for promotion. If so, the agent is promoted. Then the next highest is checked, and the next, and so on.

All units start the game as Rookies. The standard for promotion is as follows:

- *Rookies: Rookies are promoted to Squaddies if their Combat Rating is greater than 8.*
- *Squaddies: Squaddies are promoted to Squad Leader if*

(Rookies + Squaddies) / (Squad Leaders + 1) > 4

- *Squad Leaders: Squad Leaders are promoted to Sergeant if*

Squad Leaders / (Sergeants + 1) > 2

- *Sergeants: Sergeants are promoted to Captain if*

Sergeants / (Captains + 1) > 2

- *Captains: Captains are promoted to Colonel if*

Captains / (Colonels + 1) > 2

- *Colonels: Colonels are promoted to Commander if there is no Commander but there is more than one Colonel.*
- *Commander: Commander is the highest rank. The buck stops here.*

Rank affects the game only in terms of agent morale during a tactical mission. (We explain morale in detail later in this chapter.)

Movement and Combat

As important as knowing how to interpret your agents' stats and abilities is knowing the ins and outs of the environment in which the agents act. Understanding how the game works is a huge step toward becoming effective in tactical combat and triumphing over your enemies in battle.

The remainder of this chapter explains, in detail, all the rules and equations governing the tactical portion of the game, for both turn-based and real-time combat.

Movement

Tactical combat in *Apocalypse* is like how many describe real-world military battles–minutes of waiting, followed by a few seconds of intense action. In practice, this pattern takes the form of your agents endlessly seeking enemies on the battlefield. In other words, *moving*.

Your agents are among the finest military units in the world. Even so, they have a limited amount of Stamina, and can't run around endlessly and aimlessly. They get tired! To preserve their energy for when they really need it–during combat–you must know all the rules and consequences that govern tactical movement.

Encumbrance

The amount of weight your agents carry can adversely affect their rate of movement. Every agent can carry up to four times his or her Strength in weight. This includes armor. Every object has a specific weight, measured in abstract weight units. (Chapter Three provides weights for all weapons, equipment, and armor.)

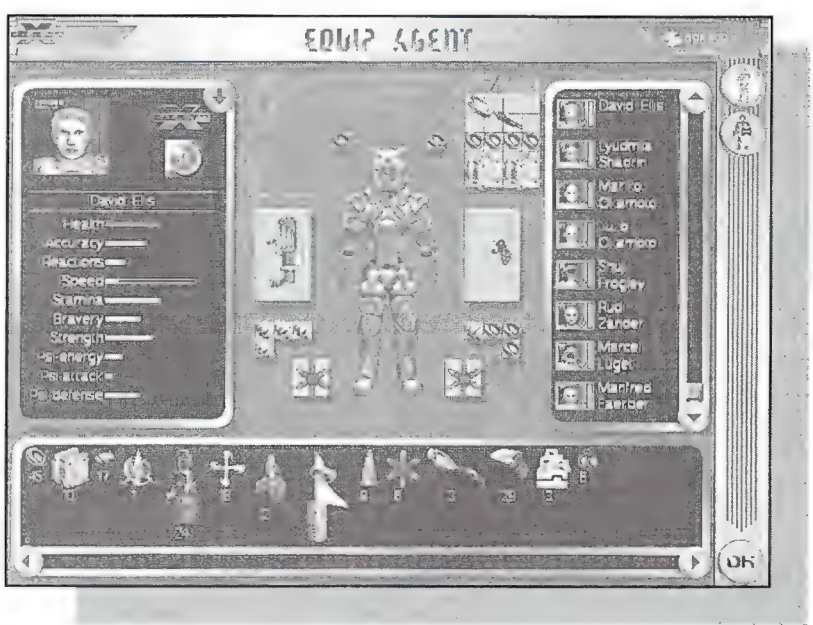


Figure 8-6. An Overloaded Agent.

So, an agent with a Strength of 50 can carry up to 200 weight units worth of equipment and weapons.

The amount of weight he or she carries directly affects the agent's Speed (in real-time combat) or Time Units (in turn-based combat). The more weight, the greater the reduction in Speed or Time Units. You can monitor the effects of carrying increasing amounts of weight by watching the Speed bar in the stats section of the Equip Agent Screen. As carried objects accumulate, the Speed bar moves left (the colored bar becomes hollow) to indicate an increasing loss of mobility.

Encumbrance can never reduce Speed below 1 in the real-time game, or Time Units below 10 in the turn-based game.

Don't overload your agents. If you do, you can expect a major problem when it comes to troop mobility.

Movement Cost In the Turn-Based Game

Movement in the turn-based game is based on Time Units (TUs). Every agent has a set number of TUs at the beginning of each combat turn. Every action the agent performs in that turn costs a certain number of TUs. Once the agent expends the allotted TUs, he or she can perform no more actions until the next turn.

The movement cost system should be familiar to *X-COM* veterans. It's almost identical to that used in *UFO Defense* and *Terror from the Deep*.

Table 8-4 shows the cost in TUs of common actions performed in the game. Where the TU cost is a percentage, this represents a percentage of the total number of TUs the agent has at the start of the turn.

A number of actions that incurred TU costs in the first two *X-COM* games no longer require such an expenditure. These include moving items from one storage space to another (for example, from hand to back pack), arming grenades, loading weapons, and dropping objects.

TABLE 8-4. TU COST OF COMMON ACTIONS IN TURN-BASED COMBAT

Action	TU Cost
Walking (one map square)	4
Running (one map square)	2
Crawling (one map square)	6
Change Posture (ex: standing to kneeling)	10%
Change Facing	1 (per 45 degrees)
Fire Aimed Shot	(36 / Weapon Fire Rate)%
Fire Snap Shot	(18 / Weapon Fire Rate)%
Fire Auto Shot	(9 / Weapon Fire Rate)%
Psionic Attack	10%
Throw Object	20%
Pick Up Object	10%
Use Motion Scanner	10%
Heal Critical Wound (Use Medi-kit)	37.5%

The figures in Table 8-4 assume that the agent is on normal terrain (a standard tile or metal floor). When the agent moves across variable terrain, such as a debris-strewn building or up and down stairs and ramps, the TUs the agent expends for movement-oriented actions (walking, running, crawling) increase.

Apocalypse provides a system for predicting the TUs an agent will have left after he or she moves. When you select an agent, move the movement cursor over the map square where you want the agent to move. Hold the cursor still for a moment, until a number appears over the green box. This is the number of remaining TUs the agent will have after he or she moves to that square. (See Figure 8-7.) Use this figure as a rough estimate. The game calculates the number based on a direct, line-of-sight route between the agent's current position and the projected position. Often, the agent must make detours to avoid obstacles and so on, expending more than the estimated TUs.

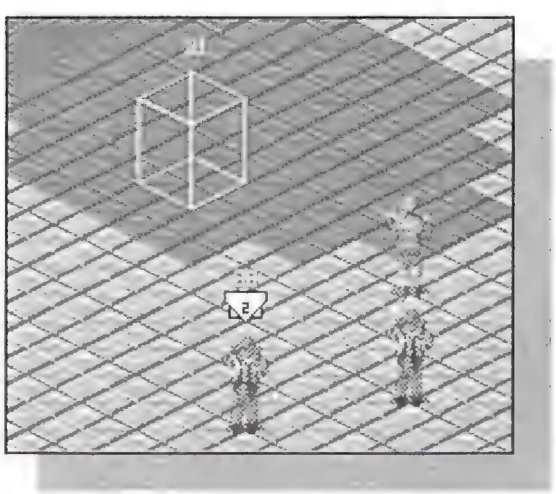


Figure 8-7. Determining the Number of TUs Remaining After Movement In Turn-Based Combat.

An agent's remaining TUs display over his or her head when the agent is active.

Conserving Time Units for Opportunity Fire

In turn-based combat, you have the option of setting aside a portion of an agent's TUs each turn so the agent can fire his or her weapon during the enemy's turn. This is called "opportunity fire." Having surplus TUs to draw on for opportunity fire can be critical to an agent's survival. Reactions stats good enough for an agent to spot an enemy unit when it moves into view mean nothing if he or she can't then pop off a shot. Performing opportunity fire can increase the agent's Reactions statistic.

Besides the advantages from a combat standpoint, conserving Time Units for opportunity fire also maintains your agents' Stamina at a more constant level. When an agent uses up all allotted TUs turn after turn, his or her Stamina steadily decreases. In conserving TUs every turn, the agent exerts less energy, and Stamina decreases more slowly.

To preserve TUs for Aimed, Snap, or Auto Fire shots, click the appropriate button in the lower-right corner of the screen (figure 8-8).

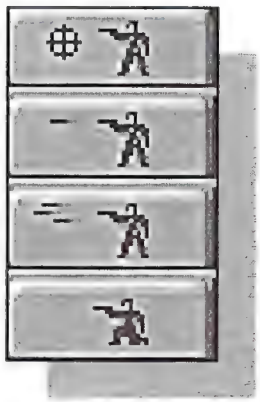


Figure 8-8. The Controls That Conserve Time Units for Opportunity Fire.

Movement Cost In the Real-Time Game

As you might expect, movement in the real-time game works differently. Movement in real-time is measured in "frames" of 1/36 of a second. A moving agent's Speed accrues to the agent's current position every frame. Each square on the map grid comprises 80 "steps." When running, an agent is moving at full Speed; when walking, he/she moves at half Speed; and when crawling, the agent moves at one-third Speed. Therefore, an agent with a Speed of 8 would take 10 frames to move to the adjacent map square when running, 20 when walking, and 24 when crawling.

NOTE

As with turn-based combat, movement times increase when agents move over varied terrain.

Table 8-5 shows the number of frames it takes to perform other common actions.

Table 8-5. Number of Movement Frames Required for Common Actions In Real-Time Combat

Action	Frames Required
Change Posture (ex: standing to kneeling)	8
Change Facing	1 (per 45 degrees)
Wait for Door to Open	12
Aim Weapon	6
Fire Weapon	4*
Throw Object	22
Pick Up Object	0
Use Motion Scanner	0
Heal Critical Wound (Use Medi-kit)	144 (4 seconds)

***The amount of time required per shot. The amount of time between shots depends on the Fire Rate of the individual weapon.**

Conserving time for opportunity fire doesn't apply in real-time combat, but you still need to be conscious of the toll movement takes on your agents' Stamina. Constant movement, especially running, depletes Stamina quickly. Make sure you allow your agents to stand still occasionally for a few seconds at a time. If you can't do this, maintaining a steady walking pace is best for prolonged movement.

Combat

Now for the "few seconds of action" part. The following sections cover the many aspects of combat in *X-COM Apocalypse*. Here, you'll find the rules and equations governing combat–all the vital information you need to understand *Apocalypse*'s combat system. When you know how the system works, you can command your agents effectively in tactical situations.

Types of Combat

Combat in *Apocalypse* takes three basic forms–ranged-weapon combat (rifles and pistols), thrown-weapon combat (explosives and grenades), and psionic combat. Each combat type works a little differently, and is governed by its own rules and equations.

Ranged-Weapon Combat

By far the most common form of combat your agents are likely to use, ranged-weapon combat includes all beam, particle, and projectile weapons.

An agent's skill, or firing accuracy, with ranged weapons is determined primarily through a combination of the agent's Accuracy statistic and the Accuracy rating of the weapon being fired. The following equation determines an agent's Base Accuracy with a ranged weapon:

(Agent Accuracy + Weapon Accuracy)/2 = Base Accuracy

Once the Base Accuracy is determined, the game weighs other factors when each shot is fired to determine the agent's Net Accuracy rating for each shot with a given gun. Table 8-6 shows all the modifiers that can affect an agent's Net Accuracy with a ranged weapon.

A number of other modifiers affect ranged-weapon Net Accuracy detrimentally:

- *Net Accuracy is reduced if the agent firing the weapon is injured. The lower the agent's Health, the greater the reduction.*
- *Each critical wound an agent suffers further reduces Net Accuracy.*
- *If a Personal Cloaking Field protects an agent's target, Net Accuracy is reduced.*

TABLE 8-6. MODIFIERS FOR DETERMINING RANGED-WEAPON NET ACCURACY

Factor	Percentage Modifier
Agent is stationary	+20%
Agent is kneeling	+20%
Agent is prone	+40%
Agent is flying	-15%
Agent is walking	-25%
Agent is firing a large weapon single-handed*	-40%
Agent is firing in Auto Fire mode	-50% **
Agent is firing in Snap Shot mode	no modifier
Agent is firing in Aimed Shot mode	+100%**

*Any weapon larger than Size 4 is "large." This penalty also applies if the agent is firing a small weapon, but carrying a large object in the opposite hand. No penalty applies if the agent has both hands full but both objects are smaller than Size 4.

**Firing mode modifiers apply Accuracy after all other modifiers have been applied. (See example later in this section.)

Use the following equation to determine the agent's Net Accuracy with a ranged weapon:

(Base Accuracy + General Modifiers) + Shot Type Modifiers = Net Accuracy

Note that accuracy modifiers are cumulative. Say an agent with an Accuracy of 50 fires a Toxigun (Accuracy 40 percent). His Base Accuracy is determined as follows:

50 + 40 = 90%

When the agent firing this shot is flying, carrying a Devastator Cannon in his opposite hand, and firing the Toxigun on Auto Fire, the following modifiers apply:

- *Flying: - 15% (- 13.5)*
- *Carrying heavy object in opposite hand: - 40% (- 36)*
- *Auto Fire: - 50% (- 45, applied last)*

The equation for determining the Net Accuracy in this example is:

(90 + - 49.5]) + (- 50) = 20.25%

Thrown-Weapon Combat

Thrown-weapon combat mainly refers to grenades and mines–explosive weapons that are armed and thrown. Some can't be thrown very effectively (such as the Marsec High Explosive), and others don't explode based simply on a timer mechanism (the Boomeroid and Proximity Mine). All are covered in this section, however.

All thrown weapons are two-stage weapons. First, the weapon must be armed. The arming mechanism consists of a timer: You set the weapon to detonate at a given time. Other weapons have both a timer and a proximity trigger: Both detonation time and target detection range must be set. (See figure 8-9.)

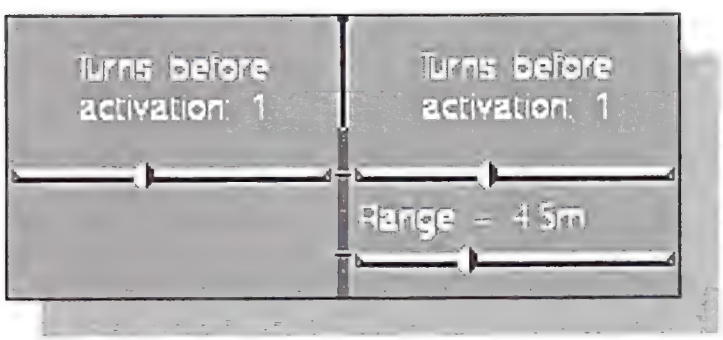


Figure 8-9. Two Examples of Thrown Weapon Timers.

An agent's Accuracy statistic determines his or her throwing Accuracy. Unlike firing Accuracy, there's no weapon modifier for thrown weapons. Other modifiers can affect the agent's throwing ability, however, including:

- *If the agent is stationary while throwing, Accuracy increases by 10 percent.*
- *If the agent is walking while throwing, Accuracy is reduced by 12.5 percent.*
- *If the agent is injured, Accuracy is reduced. The lower the agent's Health, the lower the Accuracy.*
- *If the agent has a critical wound in his/her throwing arm, Accuracy is reduced.*

The following formula determines a thrown object's Net Accuracy:

Agent Accuracy + Modifiers = Net Throwing Accuracy

The *distance* an object can be thrown depends on the weight of the object and the Strength of the agent.

Psionic Combat

The third major form of combat is psionic combat. Using the Mind Bender weapon, an agent can–if his psionic statistics are up to the challenge–launch an attack against an enemy unit. The result can be anything from causing the enemy to panic to actually taking control and directing the enemy's actions. Unlike the first two *X-COM* games, line of sight is needed for Psionic powers to work.

Activate the Mind Bender as you would any other weapon or piece of equipment (click on its icon while the device is in an agent's hand). The following options are available when initiating a psionic attack by clicking the appropriate button on the Mind Bender control panel (figure 8-10):

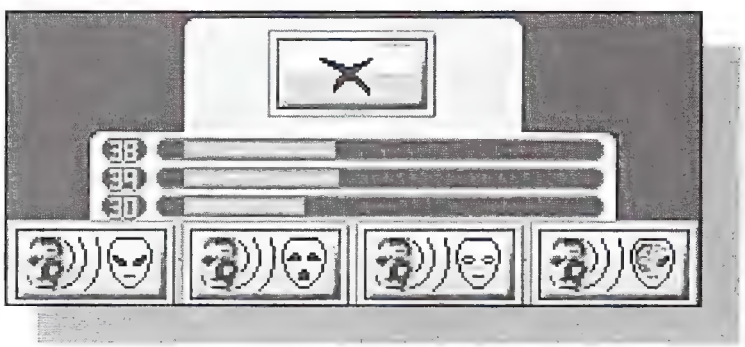


Figure 8-10.
The Mind Bender Control Panel.

- Mind Control: *The most difficult–and rewarding–psionic option. When successful, this attack makes the enemy unit one of your own. You completely control the alien's every action until the Mind Control lock is broken.*
- Stun: *A new psionic option added for this game, this feature inflicts stun damage on the target gradually as long as the stun lock remains intact.*
- Panic: *The second easiest psionic task, this option, performed successfully, causes the target to lose its ability to operate rationally for a short period of time. Panicked units might run from the battlefield, hide, or wildly fire their weapons.*
- Probe: *This option, the easiest to initiate, is simply a means of examining the target unit. When successful, the statistics of the target are displayed.*
(X-COM veterans will recognize this as the function performed by the Mind Probe device in the original game.)

To even launch a psionic attack, an agent must have sufficient Psi-energy. Every attack type requires a different minimum level of Psi-energy to initiate it. Table 8-7 shows the amount of Psi-energy required for each type of attack.

Table 8-7. Psi-energy Required to Initiate Psionic Attacks

Attack Type	Minimum Psi-energy Required
Probe	8
Panic	10
Stun	16
Mind Control	32

In addition to the initial cost to launch the psionic attack, both Stun and Mind Control continue draining Psi-energy from the agent until the psionic lock between the agent and the target is broken.

Determining the chance for a psionic attack's success involves the most complex of all the combat formulas. Factors include the Psi-attack value of the agent initiating the attack, the Psi-defense value of the target unit, and the type of psionic attack being performed. The formula for determining the percentage chance for a psionic attack to be successful is:

100 x Attack x (100 x Defense) / (Attack x [100 x Defense] + 100 x Defense),

where:

- *Attack = (Attacker's Psi-attack x 40) / Point Cost of Attack*
- *Defense = Psi-defense of the defending unit*

For example, an agent with a Psi-attack of 60 attempts to mind-control a Skeletoid with a Psi-defense of 55. The psionic attack formula looks like this:

100 x 75 x (100 - 55) / (75 x [100 - 55] + 100 x 55) = 1.77%

The agent has an approximately 2 percent chance of gaining psionic control of his enemy. Obviously, then, to gain Mind Control over a target, the agent initiating combat must have psionic attack capabilities far superior to the opponent's defensive abilities.

Luckily, you can view the percentage chance for each type of psionic attack by moving the cursor onto the target unit; the figure will display over the cursor. If the chance is zero, the agent can't initiate it.

Combat Damage

Of course, the point of combat is for your agents to inflict damage on their opponents. Unfortunately, your agents may sustain damage in return. The following sections cover preventing, dealing, taking, and healing combat damage.

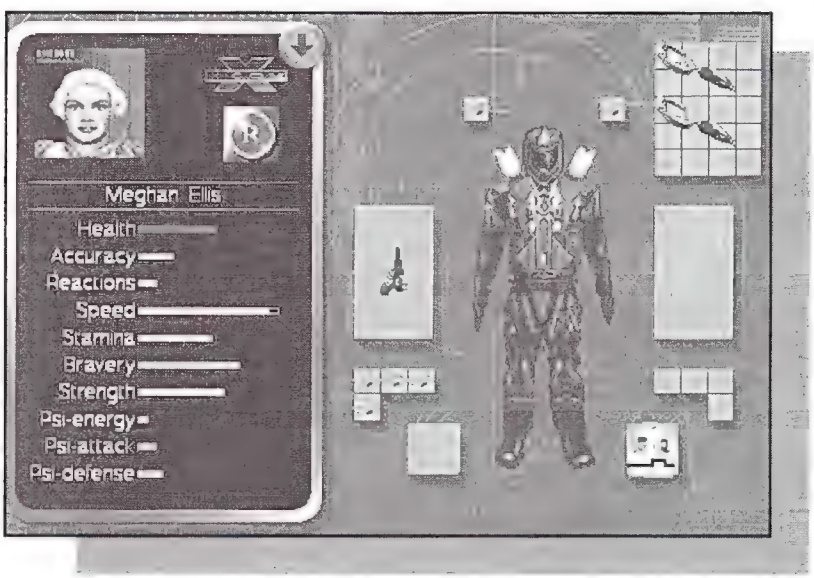


Figure 8-11. A Fully Armored Agent Carrying Two Personal Disruption Shields.

Armor and Shields

The best way to protect your agents from harm (other than making sure they don't get hit) is to use armor and shields. Agent armor works like the armor found on vehicles, though effectiveness is a bit more complex.

The Personal Disruption Shield and each armor type are treated as separate target types in determining the damage effectiveness. (See table 6-3.)

Applying Damage

Ranged weapon damage is applied using the following three-step process:

1. Shields. In most cases, damage is first applied to a unit's Personal Disruption Shield, if it has one. (See figure 8-12.) Several types of damage exist, however, that completely bypass the Personal Disruption Shield:

- *Smoke*
- *Alien Gas*
- *Incendiary*
- *Stun Gas*
- *Toxins A, B, and C*

Assuming the damage is not one of these types, it's modified appropriately using the damage matrix (shown in table 6-3), and the remaining damage is deducted from the shield's current protection value. If the damage inflicted is greater than the shield's protection value, the shield is destroyed and the excess damage applies to the unit's armor (or Health) of the unit.

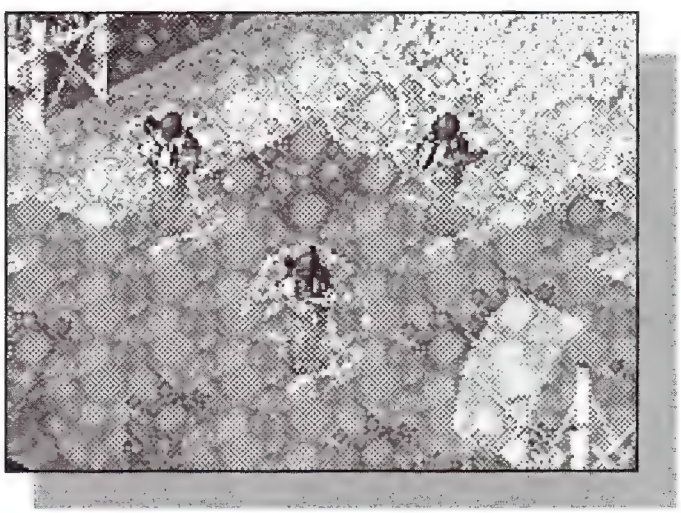


Figure 8-12. The Personal Disruption Shield In Action.

The second step is to apply damage to the target unit's armor. All enemy units, alien and otherwise, have a built-in armor value; X-COM agents must *wear* armor.

When armor sustains damage, the game first computes which part of the unit's body was hit–head, body, right or left arm, or legs. The ammunition type is compared to the damage matrix (see table 6-3) and the damage applied. (For the purposes of determining armor type, alien units and their armor are treated as the same target type.) The armor protection of the body part hit is subtracted from incoming damage. Any remaining damage goes through the armor and is applied to the target unit's Health.

When armor absorbs an incoming hit, the armor itself sustains minor damage. The following formula determines the amount of damage inflicted to the armor segment hit:

(Incoming Damage x 3) / Armor's Current Protection Rating

The quotient is subtracted from the protection rating of the armor segment that was hit. When the protection rating reaches zero, the afflicted armor segment is destroyed. Any incoming damage that makes it past both shields and armor is deducted from the

target unit's Health. The amount of damage inflicted depends on the part of the body that was hit: If the head or torso, the full amount of incoming damage is subtracted from the unit's Health. If arms or legs, the maximum damage inflicted to the target is one-third of the unit's maximum Health. Damage in excess of this is ignored. When the target's Health hits zero (or less), the unit dies.

If the damage inflicted is greater than an eighth of the unit's maximum Health, there's a chance the unit might develop a critical wound on the body part hit. The formula for calculating this chance is:

([Damage x 100] / Maximum Health)%

Ranged Weapon Damage

When a ranged weapon hits its target, it inflicts damage points between 50 percent and 150 percent of the weapon's Power rating. This damage is subtracted from the target unit's Health statistic (pending the aforementioned damage allocation process). If the weapon is one that produces stun damage only, the damage is applied differently. (See "Stun Damage" later in this chapter.)

Explosive Damage

Unlike ranged-weapon damage, explosions always cause a set amount of damage based on the power of the weapon. The full amount of the explosion is inflicted in the terrain square where the explosion takes place. Collateral damage is inflicted in an expanding pattern from the explosion's center, decreasing by the weapon's depletion rate for each square it expands. Table 8-8 shows the depletion rate for all explosive weapons.

TABLE 8-8. DEPLETION RATES FOR EXPLOSIVE WEAPONS

Weapon	Depletion Rate
Alien Gas Grenade	10
Auto Cannon HE Round	4
Auto Cannon IN Round	5
Boomeroid	9
Dimension Missile	14
Heavy Launcher AG Missile	11
Heavy Launcher HE Missile	11
Heavy Launcher IN Missile	11
Incendiary Grenade	12
Marsec High Explosive	15
Marsec Proximity Mine	9
Megapol AP Grenade	7
Megapol Smoke Grenade	11
Megapol Stun Grenade	12
Megaspawn's Launcher	13
MiniLauncher AG Missile	5
MiniLauncher HE Missile	5
MiniLauncher IN Missile	5
Popper's Bomb	22
Vortex Mine	19

28	28	28	28	28	28	28	28	28
28	35	35	35	35	35	35	35	28
28	35	42	42	42	42	42	35	28
28	35	42	49	49	49	42	35	28
28	35	42	49	**56**	49	42	35	28
28	35	42	49	49	49	42	35	28
28	35	42	42	42	42	42	35	28
28	35	35	35	35	35	35	35	28
28	28	28	28	28	28	28	28	28

Figure 8-13. Overhead View of the Explosion Dissipation of a Megapol AP Grenade Out to a Distance of Four Map Squares.

Figure 8-13 shows a partial example of the explosive spread from a Megapol AP Grenade.

When calculating an explosion's effective range, remember that the explosion expands *three-dimensionally*–not just across the ground!

Among the explosive weapons available are weapons that inflict three distinct damage types:

- Normal Explosions: *This is the type of explosion a high explosive (HE) weapon like the Megapol AP Grenade causes. When this type of damage is inflicted on a target unit, it applies to a random body part. The damage follows the aforementioned three-step process of damage allocation. In addition to the full explosive damage, one-eighth of the damage is reapplied as stun damage. (See "Stun Damage" later in this chapter for details.)*
- Incendiary Explosions: *These explosions not only cause fire, but inflict direct damage to units within the blast radius. On top of the* full *incendiary damage a unit*

sustains, one-eighth of the total damage inflicted is reapplied as stun damage. (See this chapter's "Stun Damage" and "Smoke and Fire Damage" sections for more details.)

- Smoke/Gas Explosions: *These explosions cause no direct damage, but create smoke and gas that might cause damage (smoke damage and stun damage, respectively).*

Smoke and Fire Damage

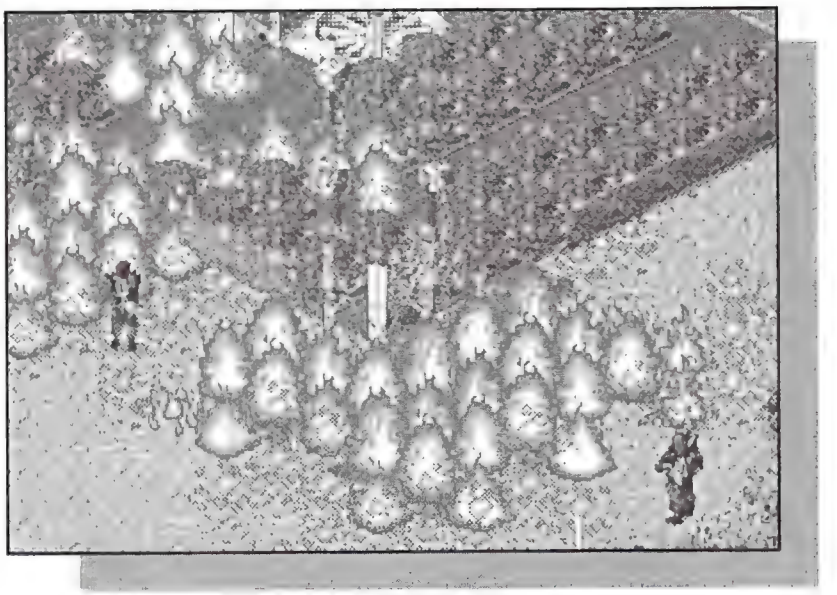


Figure 8-14. "Fire . . . Fire . . ."

Smoke and fire both cause damage to units, but in different ways.

Smoke causes stun damage to a unit. (See "Stun Damage" later in this chapter.) The stunning effects of normal smoke, such as that from explosions, Smoke Grenades, and fire, on your agents are completely negated if your agents are wearing helmets. Most aliens aren't affected by smoke inhalation, but suffer from its vision-impairing aspects.

Fire damage actually affects a unit's health. Incendiary weapons inflict impact damage as well as damage from the resulting fire. (See the foregoing "Explosive Damage" section.) The fire's intensity and the length of time a unit remains in the fire determines the amount of damage inflicted. Fire damage uses the normal, three-step damage allocation process.

Damage from the Entropy Launcher

In addition to the normal damage inflicted by this weapon (the standard, three-step damage allocation system applies) the Entropy Launcher causes ongoing damage to the target. This process affects armor first, dissolving it little by little until it's destroyed.

Figure 8-15. A group of aliens learns the joys of Stun Gas.

Stun Damage

Stun damage is nonlethal damage inflicted to a unit. Normal and incendiary explosions can produce normal stun damage, as can stun weapons such as the Stun Grapple. Weapons such as the Stun Grenade produce Stun Gas and normal smoke-inhalation damage. Every unit has an "invisible" stat called the Stun rating. All units start a battle with a Stun rating of zero. The Stun rating increases by one point for every point of stun damage the unit receives. When the Stun rating exceeds the unit's current health, the unit becomes unconscious.

Stun damage uses the same three-step damage allocation procedure as other types of damage, except that stun damage doesn't destroy armor. As it does all other damage, the damage matrix modifies stun damage when it applies (see table 6-3). All damage that makes it through to the unit itself accrues to the unit's Stun rating.

We discuss the method for recovering from stun damage later in this chapter.

NOTE

You can monitor your agents' stun damage by checking their stats on the Equip Agent Screen. Stun appears as a gray bar inside the red Health bar.

Other Types of Damage

In addition to all the damage types we've described so far, other ways exist for your agents and other units to get hurt in battle, including:

- Falling Terrain. *Some tactical mission sites are like a house of cards, just waiting to tumble down on your agents with the slightest breeze. Well, it's not really that bad, but often catwalks, pipes, and bits of floor, wall, and ceiling are present that can bury your agents in a heartbeat.*

  The damage falling debris inflicts varies. Suffice it to say that the bigger the terrain chunk and the farther it falls, the more damage it inflicts. Damage from falling terrain uses the standard, three-step damage allocation process.
- Falling and Jumping. *Agents and other units can be injured if they fall or jump down more than one level at a time. The damage they sustain varies depending on the height of the fall or jump–the higher the fall, the higher the damage. Normal damage allocation applies.*
- Critical Wounds. *When an agent or unit is critically wounded, he/she/it loses one point of Health for every three seconds of game time until the wound heals or the unit dies. (This equates to about four points of Health damage per turn in the turn-based game.)*

Damage to Terrain and Objects

Terrain (such as floors, stairways, catwalks, desks and so on) and objects (such as weapons and equipment) can also be destroyed in combat, both purposely and by stray shots.

When weapons fire hits a piece of terrain, or an explosion occurs, the terrain square may be damaged or destroyed, producing a damage rating of 50 to 150 percent of the Power rating of a ranged weapon, or the full power of an incendiary blast or normal explosion. The damage matrix modifies this (table 6-3), applying it to the terrain's Constitution. All incendiary and normal explosive damage is halved before applies to the terrain. If the damage is greater than the terrain's Constitution, the terrain is destroyed.

Terrain Constitution varies depending on terrain type. For example, a typical floor square has a Constitution of 80, while a typical wall square has a Constitution of 55.

Weapons and equipment caught in explosions and fires can also be destroyed. If the strength of the explosion or power of the fire exceeds an object's Constitution, the weapon or equipment in question is destroyed.

It pays to be precise when killing enemies, especially when it's important to recover the weapons and equipment they use. If you go around blowing up every alien in sight, chances are you'll never take back any of the weapons and equipment you need for your ongoing research projects.

Healing Combat Damage

Beings can only take so much punishment, and that goes for X-COM agents, too. Once your agents take damage, they become less efficient and much more vulnerable in combat. That means they must heal before they can operate at peak efficiency again.

Healing Conventional Damage and Critical Wounds

Some types of damage can be healed on the battlefield; others can't. The latter applies to normal Health damage. The only way agents can recover their Health is to return to their home base. There the wounded agents are automatically assigned to a Medical Bay (if one is available). Each Medical Bay can handle up to 10 patients at once at maximum efficiency. For every game-hour the agent spends inactive at the base, he or she regains .8 points of Health. (If the Medical Bay is overcrowded, Health applies more slowly.) This is the only way your agents can regain Health points–with one exception. . . .

When an agent receives a critical wound in combat, it's imperative it be healed as quickly as possible. Left untended, the wound could lead to the

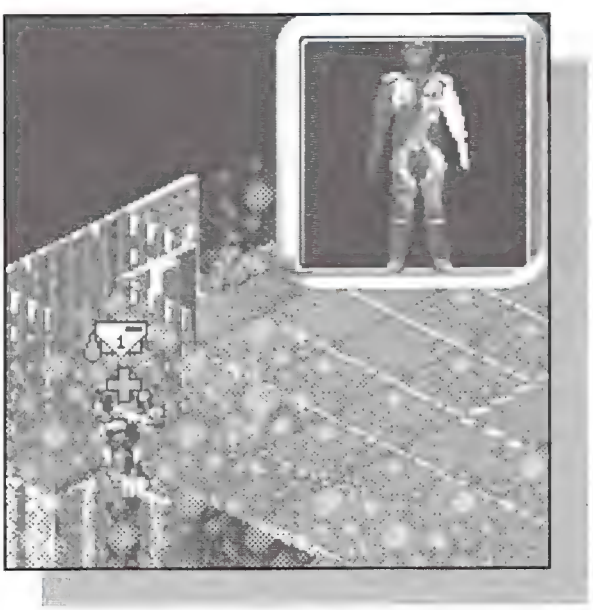


Figure 8-16. Healing a Critical Wound In Combat.

agent's death. (See "Other Types of Damage" earlier in this chapter for details.) A Medi-kit (a standard piece of equipment available for purchase from the beginning of the game) is required to heal critical wounds. When you apply the Medi-kit, the critical wound heals rapidly, and the wounded agent receives five Health points.

Despite the gift of Health it provides when healing a critical wound, the Medi-kit can't be used at any other time to regain Health points.

X-COM veterans should note these changes in Medi-kit operation: It now performs only one task–critical wound-healing. (Earlier Medi-kits boosted Health and revived unconscious agents.) The biggest difference, however, is that other agents can no longer use a Medi-kit to heal their injured companions. The wounded agent must initiate his or her own healing.

Healing Stun Damage

Stun damage heals on its own over time. Each unit's Stun rating decreases by 1 point for every second of game time. (In turn-based combat, this equates to 11 points per turn.) When a stunned unit's Stun rating exceeds its current Health level, the unit "wakes up" and begins functioning normally.

When you stun an enemy unit, you can prevent it from getting up even after it recovers from the stun damage. As soon as you stun the target, move an agent into the target's square and leave him there. Until your agent moves, the stunned enemy unit can't get up and move around, even if he's technically regained consciousness!

Morale

An agent's Morale reflects how he or she is reacting to ever-changing battle conditions. It's based, in part, on an agent's Bravery statistic, but numerous other factors affect it, as well.

All agents begin each tactical engagement with a Morale rating of 100. As events take place, this rating is adjusted accordingly. When an agent's Morale drops below 30,

there's a chance that the agent will panic. This entails anything from the agent fleeing the battlefield in fear to firing his or her weapon in a berserker frenzy.

A couple of situations can decrease agent Morale. First, any time a friendly unit dies, Morale lowers for all remaining agents. The extent to which an agent's death affects the survivors depends on the rank of both dead and surviving agents. If the dead agent's rank was lower than the surviving agent's, the Morale decrease for the survivor is less severe; the greater the difference, the less severe the effect. If the dead agent's rank was *higher* than the survivor's, the surviving agent suffers a more pronounced decrease in Morale–the greater the difference, the more severe the effect.

Two other mitigating factors in the foregoing situation stem from the rank of the highest-ranking officer on the mission and each agent's Bravery statistic. Squadrons with a high-ranking officer in their midst tend to suffer less from the effects of Morale (assuming the high-ranking officer *himself* doesn't die). The higher the leader's rank, the lower the effect on Morale. Also, if an agent's Bravery is high, he or she tends suffer less frequently from Morale-related difficulties.

The other situation that can lead to a drop in individual Morale is being wounded. When an agent is wounded, his or her Morale decreases according to the following formula:

Morale Loss = (Damage Received x 50 / Maximum Health) x (15 - Bravery / 10) / 10

Obviously, a severe wound in agents with low Bravery can result in a pronounced drop in Morale.

Combat Messages In the Real-Time Game

You're in the middle of a hot battle. All your agents are firing away at a group of aliens in plain sight. The action is getting frantic, when all of the sudden:

"Unit under fire: John Smith."

Click.

"Hostile unit spotted: Alien."

Click.

"Unit badly injured: Jane Doe."

Click.

"Unit critically wounded: Joe Blow."

Click. Click. ClickClickClickClickClickClick!

Nothing kills the pace of a good real-time battle like an endless series of combat messages that freeze the action and demand your immediate and undivided

Figure 8-17. All right, already! I get the message!

attention–especially when you're in the middle of doing something like moving agents or arming a grenade.

Fortunately, *Apocalypse* allows you to select which messages you want to interrupt the game, and those you just want to watch scroll by in the message window as the game continues apace. Although you can turn off many of these messages safely, by clicking the appropriate box on the Options screen, without compromising your agents' safety, there are a few you should allow to interrupt the game every time:

- Hostile Unit Spotted. *Yes, admittedly this gets old fast, because it flags you down every time every one of your units spots each and every alien or other hostile unit. But, unless you have all your agents close together in one place, this message (and its accompanying Center On button) can spot that one pesky Skeletoid that somehow slipped around behind your agents to launch a surprise attack.*
- Unit Has Died. *This is good information to have in case you were counting on the services of a particular agent. Besides, if you're doing your job, this message should hardly ever appear.*
- Unit Badly Injured. *Often you can prevent the preceding message from coming up by allowing the game to alert you when a unit has been badly hurt. This gives you a chance to pause combat and order the injured agent the heck out of the fire fight.*
- Unit Critically Wounded. *An untreated critical wound can kill an agent before you know it. It's too easy to let this one slip by on the scrolling display, so do yourself a favor and leave it on.*
- Unit Has Stopped Panicking. *It's easy enough to tell that a unit has panicked, what with the big red "sad face" and the grayed-out agent icon. The important message is the one that tells you when he or she is no longer panicking, so you can get the yellow-bellied little creep back into the battle.*
- Unit Freed from Psionic Control. *Again, it's easy to spot an alien-controlled unit. It's important, however, to know when the unit is no longer afflicted with this problem so you can put him or her back to work.*

Chapter Nine

Mission Types and Strategies

Strategy and UFO interceptions play major roles in *Apocalypse*, but you'll spend most of the game in tactical combat mode, as your agents battle the forces of evil-alien *and* human, in this case.

This chapter provides an overview of all tactical combat mission types and locales. In the first section we cover tactical missions that take place on Earth in the city of Mega-Primus. We devote the second section to tactical missions in the Alien Dimension, and the strategies and tactics you'll need to complete the game's final missions.

Missions In Mega-Primus

Most tactical combat missions you'll engage in take place within Mega-Primus, the city you're sworn to protect. The following mission types take place within the city:

- Alien Infiltration: *The infamous "Live Alien Spotted" mission. You learn that hostile aliens have invaded a building belonging to one of the city's corporations, and send your agents to investigate.*

- Investigate Building: *You send your agents to investigate a building you suspect aliens have invaded. This is a self-initiated mission you should embark on only if you're reasonably sure the building in question has been infiltrated. A hovering UFO emitting a nondestructive beam into a building is a good indicator. (See figure 9-1.) Investigating a building aliens* haven't *infiltrated causes ill will and antagonizes the corporation that owns the building.*

Figure 9-1. A UFO deposits an alien strike team into a building.

- Raid Building: *Unlike a building investigation, a building raid is a hostile act. As a rule, you'll launch raids only against buildings owned by organizations who are openly hostile to X-COM. In these missions, your targets are generally building security guards.*

- X-COM Base Defense: *If by chance the aliens or some enemy organization discovers the location of an X-COM base, they might launch a tactical mission to take it over. Your agents must defend the base and keep it from falling into enemy hands.*

UFO Crash and Recovery: *When your vehicles shoot down UFOs, you can send agents to the site of the downed alien craft to investigate. This is, in fact, a required activity, because you need some of the alien craft's equipment to complete your research.*

NOTE

Alien infiltrations, building investigations, and building raids are all essentially the same mission type. The higher the game difficulty level, the less often you receive notification of alien infiltrations in city buildings. This doesn't mean the buildings are being invaded less often; on the contrary, such infiltrations are actually more frequent at higher levels of play. What it means is that it's up to you to discover which corporations are being invaded, and to investigate city buildings for alien activity.

When you launch an investigation, make sure it's an investigation, not a raid. If you launch an investigation and you're wrong, you incur some wrath from the owners of the building in question. A raid instantly destroys relations between X-COM and the building's controlling corporation.

In a game like *Apocalypse*, where each mission and almost every mission map is randomly generated, it's impossible to provide a step-by-step walkthrough for any one mission, much less the entire game. So in the following sections we provide a general overview of each mission type, summarize the environmental features contained in every mission locale, and point out what to do and what *not* to do in each mission environment.

Alien Infiltrations, Building Investigations, and Building Raids

These three mission types, although technically different, are virtually identical in execution. The main difference is that both alien infiltrations and building investigations involve hunting down and killing all the aliens inside a city building, while building raids involve battles against the guards that work in the building.

Deployment of Enemy Forces

The base number and species of aliens deployed at the site of an alien infiltration mission (or building investigation, if aliens are present) varies depending on the type of UFO that deposited them.

Table 9-1 shows the base number and type of aliens you can expect at an infiltration or investigation mission site, broken down by the type of depositing UFO.

TABLE 9-1. BASE NUMBER AND SPECIES OF ALIENS AT INFILTRATION AND INVESTIGATION SITES BY DEPOSITING UFO TYPE

1	2	3	4	5	6	7	8	9	10	11	12	13	14
Alien Probe	0	1	0	0	0	1	0	2	0	0	0	0	0
Alien Scout	3	2	2	0	0	1	0	5	0	0	0	0	0
Alien Transporter	5	3	3	0	0	5	0	3	1	0	0	0	0
Alien Fast Attack Ship	0	0	1	0	0	3	3	0	3	0	0	0	0
Alien Destroyer	5	4	1	0	0	8	4	0	0	0	0	0	0
Alien Assault Ship	5	5	2	0	0	6	5	2	2	0	0	0	0
Alien Bomber	0	0	0	0	0	5	0	3	0	0	0	0	0
Alien Escort	4	0	0	0	0	0	3	2	4	0	0	0	0
Alien Battleship	5	0	0	0	0	4	5	4	2	0	0	0	0
Alien Mothership	5	0	0	0	0	4	6	4	5	0	0	0	0

KEY

1 UFO Type
2 Multiworm Egg
3 Brainsucker
4 Multiworm
5 Hyperworm
6 Chrysalis
7 Anthropod
8 Skeletoid
9 Spitter
10 Popper
11 Megaspawn
12 Psimorph
13 Queenspawn
14 Micronoid Aggregate

Remember that the information in Table 9-1 represents only the base number and type of aliens possible at a given mission site. Once deposited in a building the aliens can, in time, spread to other nearby buildings. Also, Multiworm Eggs and Chrysalises hatch into other alien life forms eventually, and these aliens then spread throughout the target building and to other nearby buildings.

The *good* news is that all aliens have a limited life span and eventually die out. Although we don't recommend you just wait for the aliens die of natural causes, it's comforting to know the beasties don't live forever.

TABLE 9-2. NUMBER AND WEAPONS RATING OF BUILDING GUARDS

Corporation	Number of Guards	Weapons Rating
Cult of Sirius	10	1
Cyberweb	11	2
Diablo	13	3
Energen	7	0
Evonet	7	0
Extropians	7	0
General Metro	8	1
Government	14	2
GravBall League	7	0
Lifetree	9	0
Marsec	14	3
Megapol	16	2
Mutant Alliance	10	2
Nanotech	10	1
Nutrivend	7	0
Osiron	16	3
Psyke	10	3
Sanctuary Clinic	7	0
SELF	10	2
Sensovision	7	1
Solmine	12	3
Superdynamics	9	1
Synthemesh	7	0
Technocrats	7	0
Transtellar	8	2

When you raid a building unoccupied by aliens, the defending forces are human guards. The number of guards present depends on the building's controlling corporation. Each defending guard has a Weapons Rating, an indicator of the type and quality of weapons he or she carries. The higher the rating, the better the weapons. Initially, this Weapons Rating also depends on the corporation that controls the building, but the rating increases over time and gets a big boost if aliens take over the corporation.

Table 9-2 shows the number of defending guards and their Weapons Ratings, by controlling corporation.

Mega-Primus Building Types and Characteristics

While the exact layout of every map changes (sometimes subtly, sometimes radically) from mission to mission, every building type has its own set of characteristics that are the same for every mission generated in that building type.

The owner and type of building always display at the top of the screen when an infiltration mission is announced, and whenever you launch an investigation or raid. (See Figure 9-2.) It's a good idea to check this information before you send your agents into combat so you know what conditions to expect.

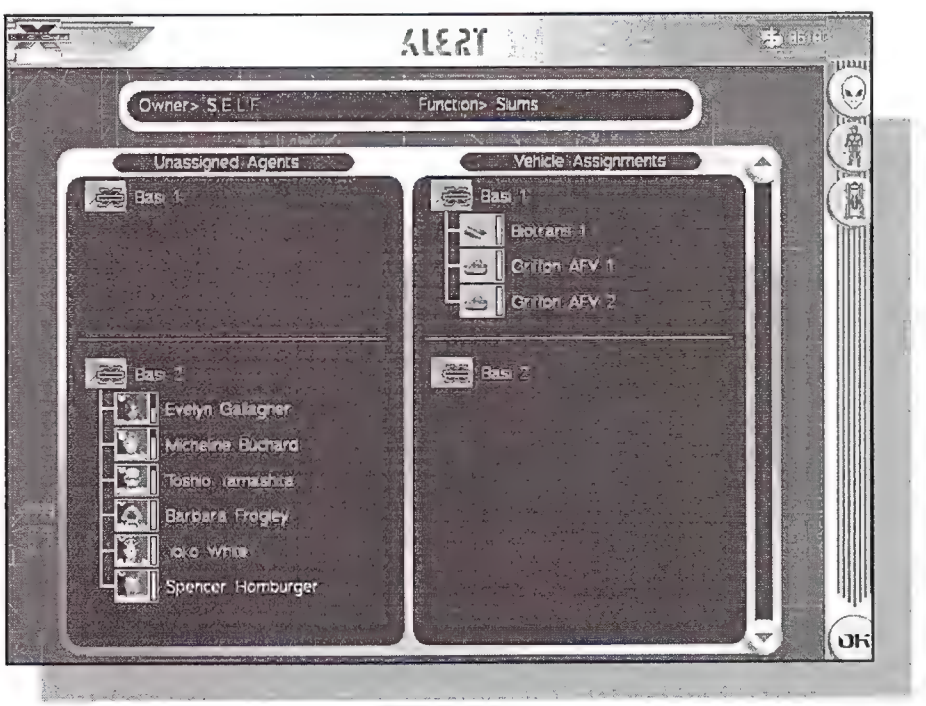


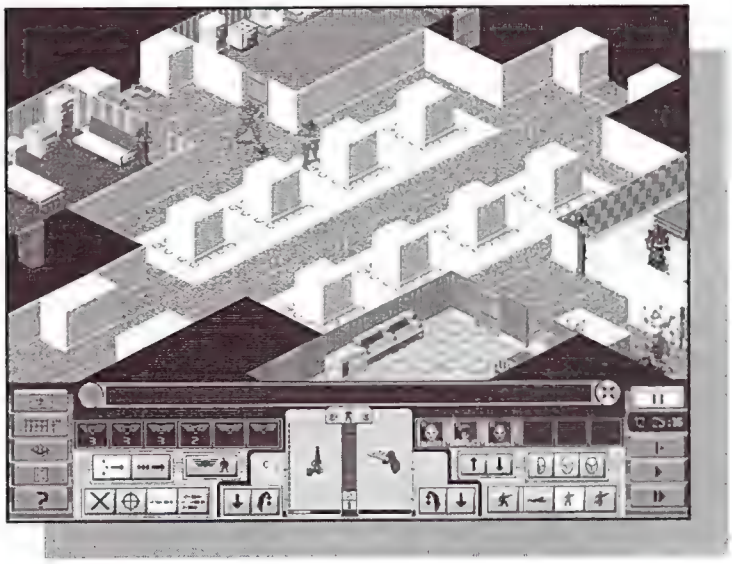
Figure 9-2. Checking Building Type Before Embarking on an Alien Infiltration Mission.

The type of building your agents will investigate during an infiltration mission can determine the number of agents you send, the equipment they carry, and the weapons you arm them with. The following sections illustrate and describe the features, pitfalls, and dangers of each building you're likely to encounter.

For quick reference, we've categorized the ratings that define important characteristics of each building type's environment:

- Owner: *Name of the corporation that generally owns this type of building.*
- Height: *Number of levels found in the building type. Although building layouts change from mission to mission, the number of levels remains constant for each building type.*
- Openness: *Amount of open space in the building as a whole. Ratings range from 1 (claustrophobic, with lots of narrow passages, obstacles, and small rooms) to 5 (wide open, with lots of big rooms and few cul-de-sacs).*

- Hiding Index: *How easy it is for an enemy unit to evade detection by hiding. Ratings range from 1 (virtually no place to hide) to 5 (in turn-based combat, you could be old and gray before you find that last, elusive alien).*
- Fragility: *How fragile a building is. Fragile buildings are composed primarily of catwalks, thin floors, glass, and other materials that collapse easily under weapons fire and in the face of explosions. Sturdy buildings tend to remain standing no matter what. Ratings range from 1 (solid as a rock) to 5 (likely to fall on your agents if they sneeze twice).*
- Flammability: *A building's susceptibility to fire. That is, how easily it burns, how fast and far the fire spreads, and how likely it is the terrain will collapse when subjected to prolonged flame. Ratings range from 1 (virtually flameproof-fire spreads slowly, burns out quickly, and doesn't cause much damage) to 5 (goes up like a field of dry grass).*
- Explosive Items: *Certain buildings seem to be jam-packed with explosive items-pipes, furnaces, weapons, and the like-while others have few to none. The ratings here go from 1 (few to no explosive items) to 5 (like fighting in a fireworks factory).*

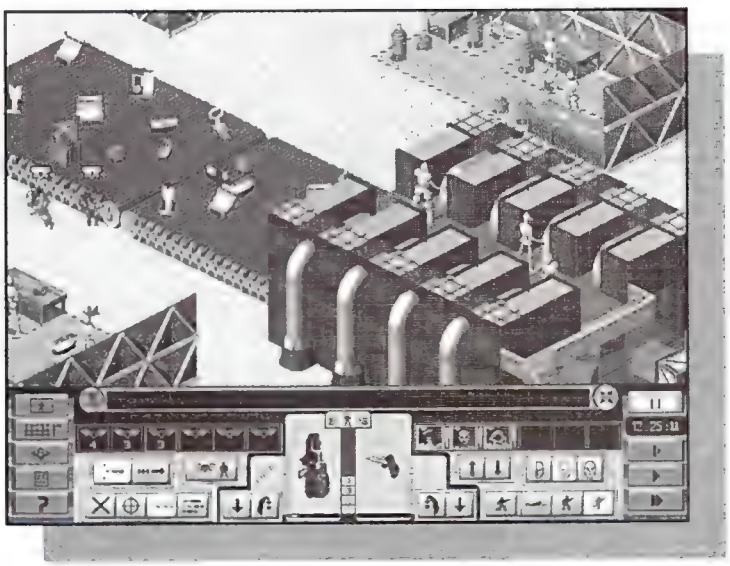


Apartments

Owner: Various
Height: 2
Openness: 2
Hiding Index: 5
Fragility: 3
Flammability: 3
Explosive Items: 1

Apartments are the shortest tactical site in terms of levels. Unfortunately, they're also one of the worst when it comes to places for enemies to hide. The building consists of narrow corridors and tons of doors opening onto small rooms that in turn open onto even *smaller* rooms. In this environment it might take forever to find a concealed enemy. Explosions easily take out walls, but there's little in the way of falling debris. Fire, though it spreads quickly and takes some time to burn out, causes only minor structural damage.

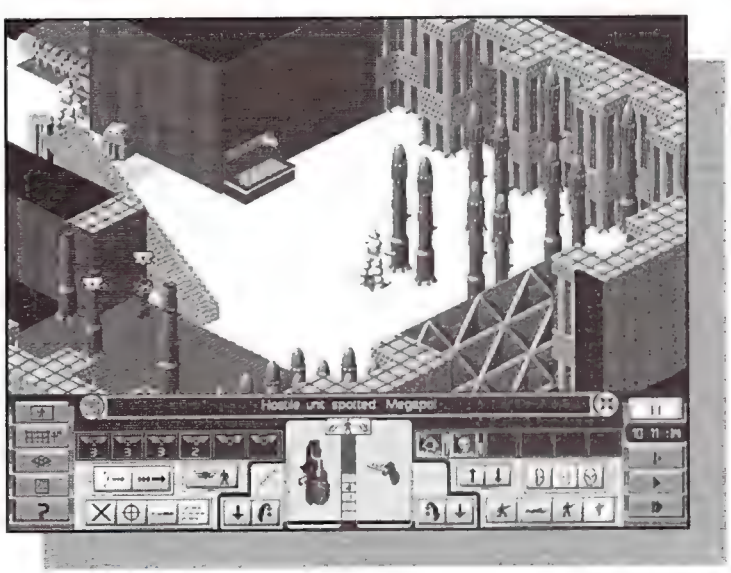
Appliances Factory



Owner: Nanotech
Height: 4
Openness: 3
Hiding Index: 3
Fragility: 2
Flammability: 3
Explosive Items: 2

The Appliance Factory is fairly wide-open for the most part. Several multilevel, medium-sized rooms provide hiding places, as well as the boxes, conveyer belts, and other obstacles scattered about the main floor. The structure of this building is sound; only the few catwalks and glass windows are subject to easy collapse. Fire spreads moderately fast, but does little damage unless it's near a catwalk or other fragile terrain section. If possible, try not to stand too close to the robot factory workers. Some explode when shot, while others (those with bubble legs) are inexplicably filled with Stun Gas.

Arms Factory



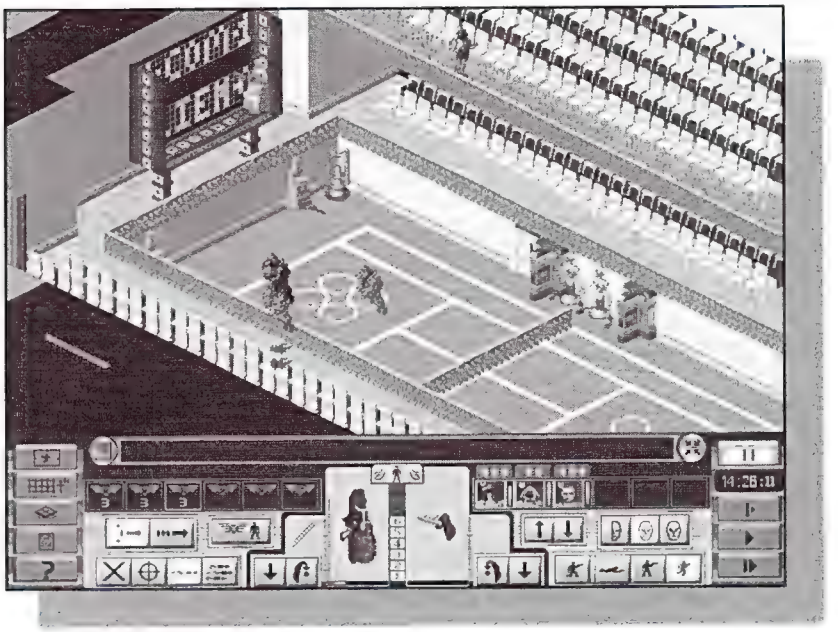
Owner: Megapol
Height: 5
Openness: 2
Hiding Index: 4
Fragility: 5
Flammability: 2
Explosive Items: 5+

Let's cut to the chase: You can collapse an entire Arms Factory with one well-placed Megapol AP Grenade. This building is bursting at the seams with missiles, bombs, and other explosive devices. Though it stands up pretty well to normal weapons and is more or less impervious to fire, using explosives in an Arms Factory is foolish! The main floor is weak, and below lies a

catacombs of occupied missile silos. If one goes off, you can count on a chain reaction that will bring the house down.

It's tempting to use this to smoke out your enemies, who have more than their share of places to hide here; but let common sense prevail and stick to less volatile weapons. The collapse that smokes out your enemies could kill your agents.

Despite the practical advice about not using explosives in an Arms Factory, you owe it to yourself to save the game and try it at least once. The building's collapse into oblivion is incredibly cool!



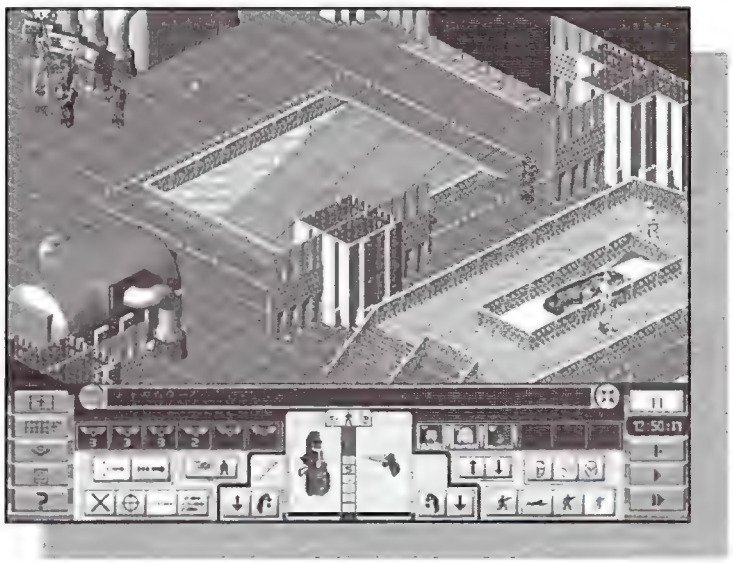
Astrodome

Owner: GravBall League
Height: 6
Openness: 2
Hiding Index: 4
Fragility: 5
Flammability: 3
Explosive Items: 1

This indoor/outdoor stadium complex comprises mostly medium-to-small rooms, connected by narrow corridors. The largest rooms are the gravball courts-medium in terms of area, but very high. Needless to say, it's very easy for enemy units to find a hiding place.

A lot of the terrain in this building is easy to destroy. The bleachers next to the gravball courts, the connecting stairways, and the surrounding catwalks all go up at the slightest weapons hit. Fire on these same terrain features spreads fairly quickly, and

causes massive damage and numerous collapses.

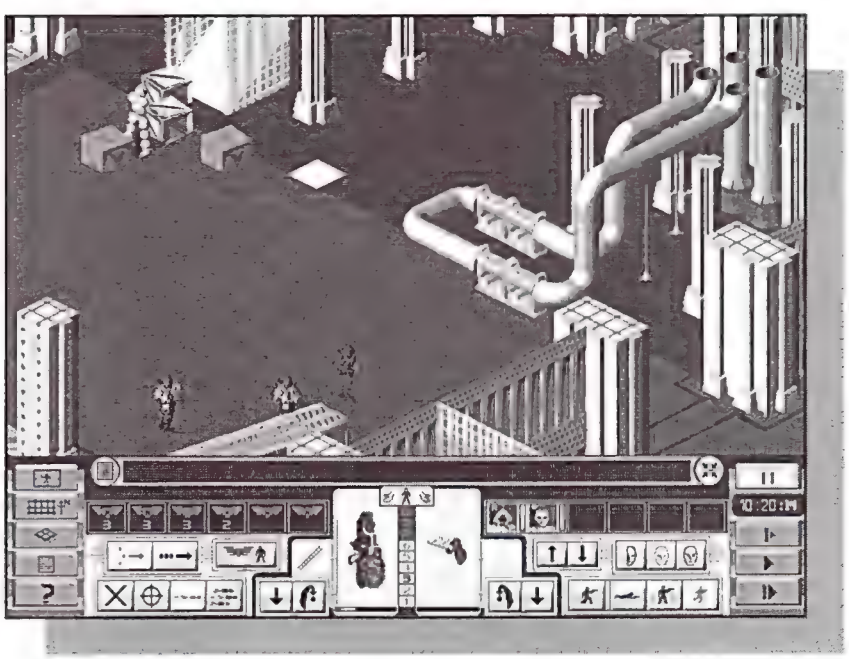


Car Factory

Owner: General Metro
Height: 6
Openness: 3
Hiding Index: 4
Fragility: 4
Flammability: 2
Explosive Items: 4

Car Factories are fairly wide open, but are chock-full of obstacles. There are also *many* potential points of entry to the main floor-ramps and elevators abound. This makes it difficult to track and contain enemy units.

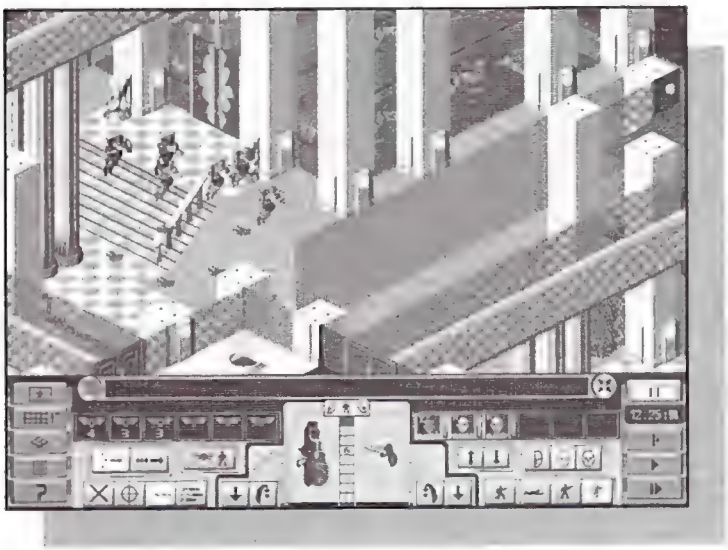
This building is full of explosive devices, primarily furnaces and overhead pipes. Thus, chain reactions are quite common on the upper levels. The numerous catwalks and stairways collapse easily under weapons fire and explosions. Most of the building seems fairly impervious to fire, which remains contained and burns itself out quickly.



Construction Factory

Owner: Synthemesh
Height: 6
Openness: 3
Hiding Index: 3
Fragility: 5
Flammability: 1
Explosive Items: 4

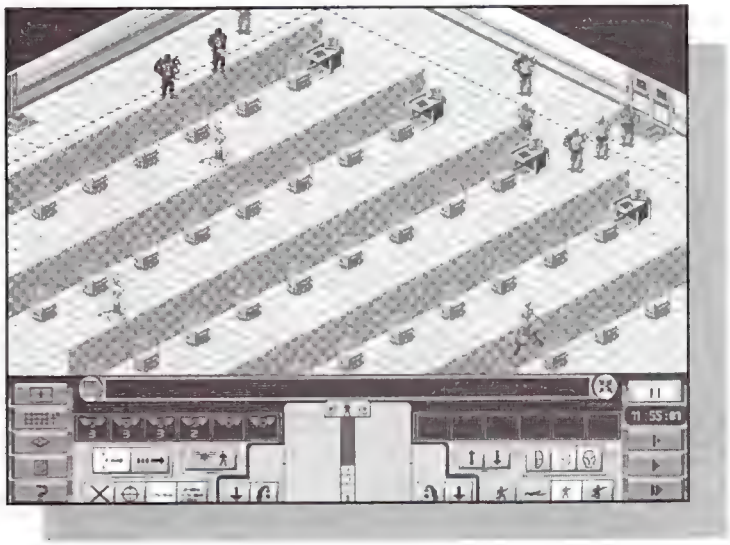
Although nearly impervious to flames, the Construction Factory is extremely flimsy when it comes to other weapons. The upper levels are strewn with easily collapsible catwalks and pipes that rain down on your agents' heads with the least provocation. Many of these pipes (and the furnaces to which they are connected) are extremely explosive, making chain reactions a problem. Although more open than many buildings, the Construction Factory's narrow corridors and cluttered, closed rooms provide loads of hiding places for your enemies.



Corporate HQ

Owner: Various
Height: 8
Openness: 2
Hiding Index: 4
Fragility: 4
Flammability: 3
Explosive Items: 1

Corporate headquarters are almost always built among ground-level hills, which makes it difficult for your agents to move around. Every level has loads of narrow spaces that make moving around dangerous and spotting enemy units difficult. With all the glass and fragile walkways overhead, it doesn't take much to start the world collapsing around you. Fire, which spreads fairly quickly here, also destroys the flimsy architecture.



Hospital

Owner: Sanctuary Clinic
Height: 4
Openness: 4
Hiding Index: 2
Fragility: 3
Flammability: 3
Explosive Items: 2

Generally, Hospital layout provides a tremendous amount of space to move and fight in-large, open rooms, few obstacles, and extremely wide corridors. Fire spreads quickly here, but does little to no structural damage. Powerful explosions are something of a problem, because they often cause the upper floor to collapse. This is especially true in rooms with glass inserts in the middle of the floor. Take care not to stand too close to the robots scattered here and there: They explode when shot.

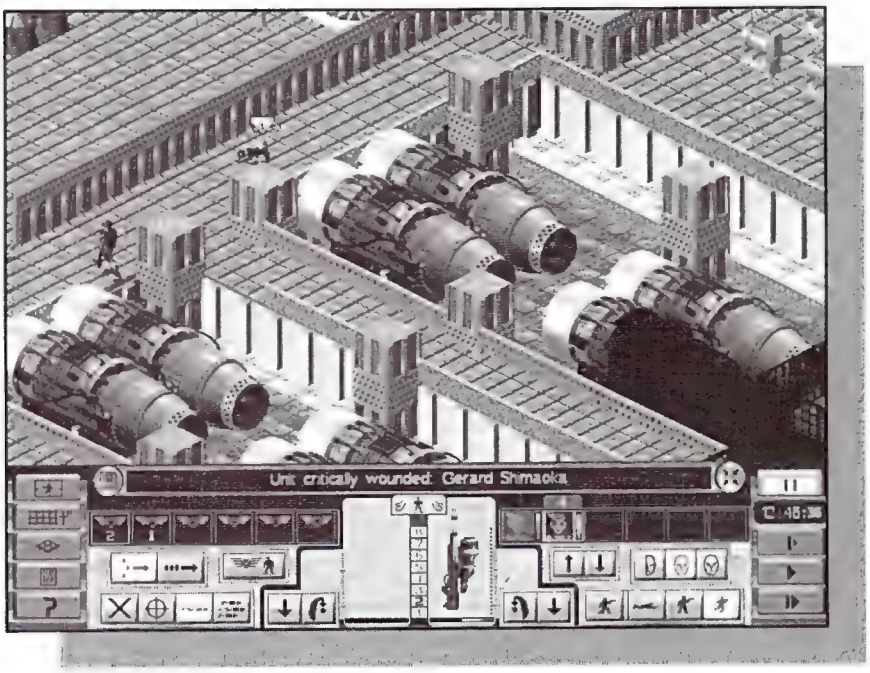
Hydro-Farm

Owner: Nutrivend
Height: 9
Openness: 3
Hiding Index: 2
Fragility: 4
Flammability: 5
Explosive Items: 1

The lower portion of this building is extremely wide open, a field punctuated with a few glass structures. The upper portion, however, is a maze of narrow corridors and small rooms. Fortunately, even these cramped quarters don't provide many hiding places: They're almost entirely made of glass. Because the lower level of the Hydro-Farm is covered with plant life, it's extremely flammable. Flames spread quickly, destroying all plants in their path and causing structural damage to adjacent buildings. People in glass houses shouldn't throw stones, and they also shouldn't throw *grenades*. The primarily glass construction of this building makes it very easy to collapse with weapons fire of any sort.

Large Flyer Factory

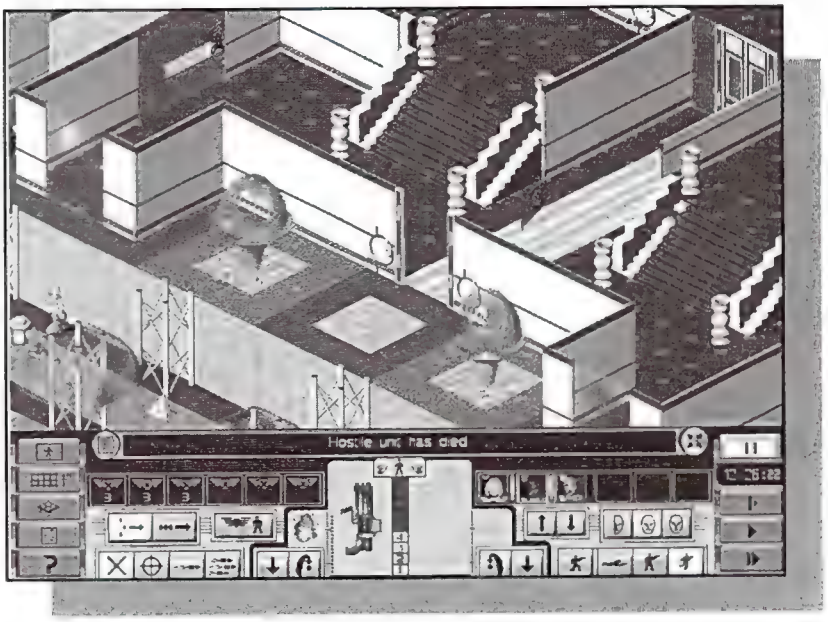
Owner: Superdynamics
Height: 8
Openness: 4
Hiding Index: 2
Fragility: 4
Flammability: 2
Explosive Items: 2



The Large Flyer Factory has one of the most wide-open floor plans of any building in the game. Most of its few hiding places consist of machinery and such scattered at ground level. There are few if any closed rooms. Fire isn't a problem here, but using explosives can be very dangerous! Most of the overhead areas consist of fragile catwalks and stairs that collapse under *normal* weapons fire, much less high explosives. Explosive items to watch out for are mainly large furnaces and the pipes that connect to them.

Luxury Apartments

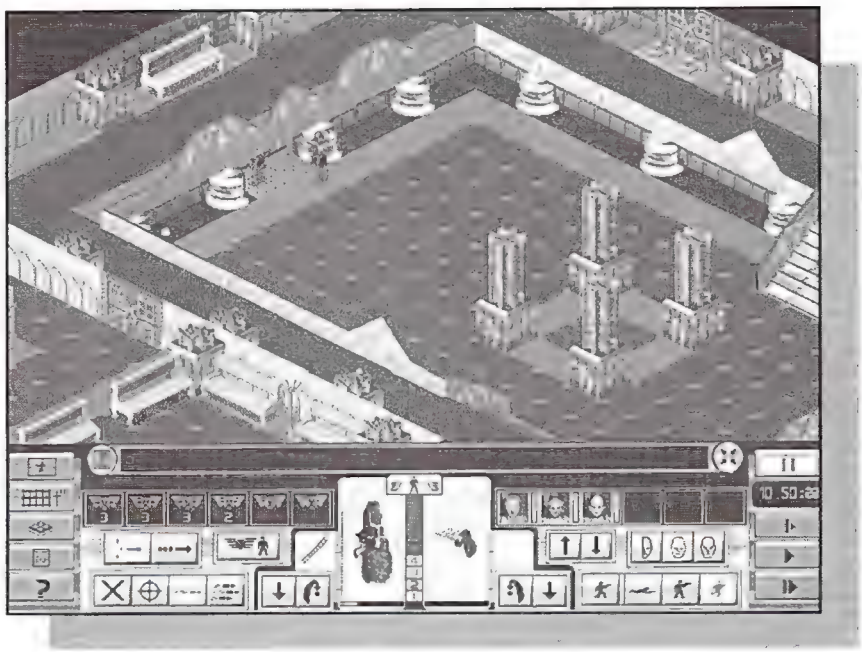
Owner: Various
Height: 4
Openness: 3
Hiding Index: 3
Fragility: 3
Flammability: 2
Explosive Items: 1



Luxury Apartments have lots more glass than standard Apartments. This is important because, even though there are lots of narrow places and rooms to hide in, the fact that you can see enemies through windows makes them much easier to find. Unfortunately, the large amount of glass contributes to the collapsible nature of this building; glass falls *everywhere* when hit by weapons fire and explosions. Fire and explosive items are not much of a problem here.

Offices

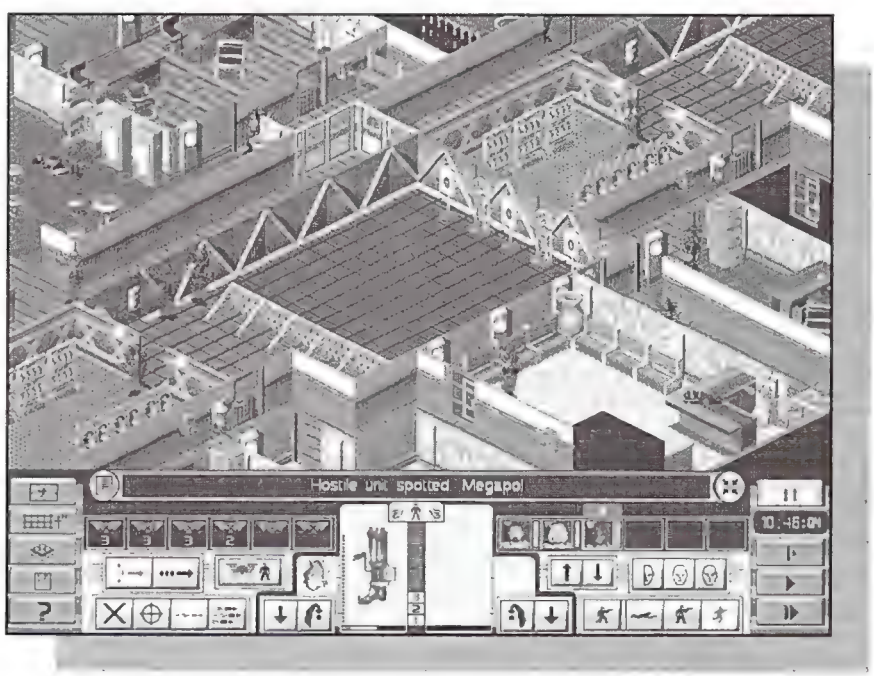
Owner: Various
Height: 4
Openness: 3
Hiding Index: 3
Fragility: 3
Flammability: 3
Explosive Items: 1



The areas inside an Office building range from the usually wide-open upper floors to the claustrophobic series of rooms and corridors found on the lower levels. These lower sections provide a number of fine hiding places for enemy units. Although the lower levels are fairly flame-resistant, the upper level is extremely susceptible to fire; blazes spread quickly and can cause a great deal of damage. Similarly, when it comes to fragility, the lower regions are fairly sturdy while explosions on the upper floors can cause numerous collapses (including floor sections) and widespread damage.

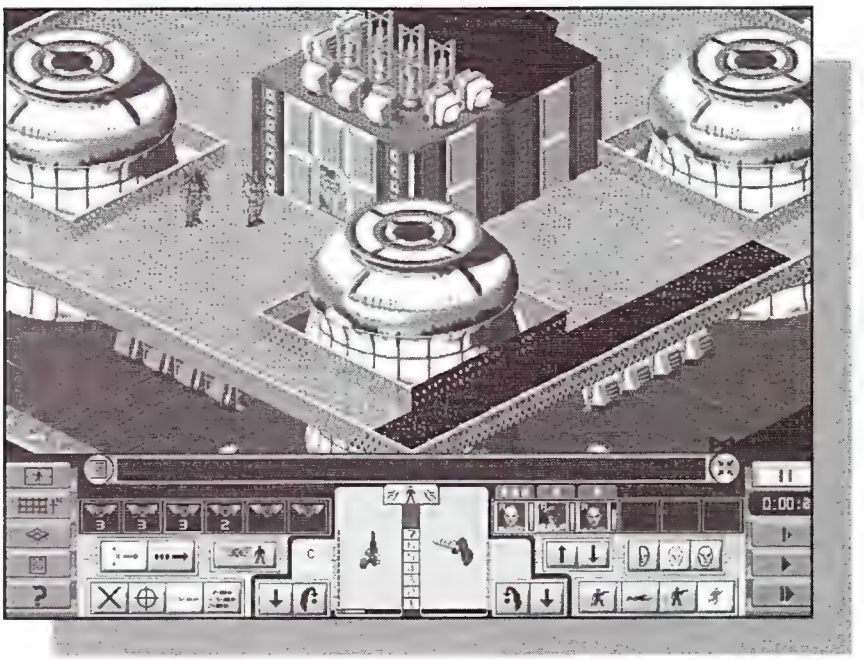
Police Station

Owner: Megapol
Height: 3
Openness: 1
Hiding Index: 5
Fragility: 1
Flammability: 2
Explosive Items: 1



Police Stations, as one might expect, are pretty sturdy and fire-resistant. Their main (and most vexing) feature is that they're composed almost entirely of narrow corridors and small rooms. As with so many buildings, the "level" above the ground floor is just open space, but Skeletoids and other flying enemies use these the upper air space in the narrow, twisty hallways to launch ambushes from.

One feature which is almost always a part of this building is a semi-open cell block area, with doors leading to cells and corridors on all sides. This area is a death trap! When you send your agents in here, prepare for assault from just about every direction at once.

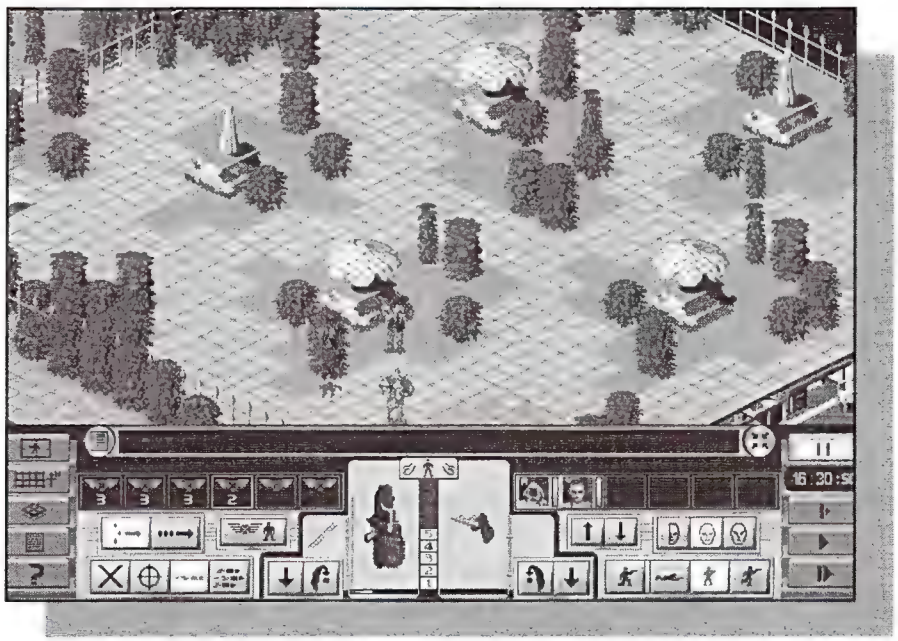


Power Station

Owner: Energen
Height: 7
Openness: 5
Hiding Index: 3
Fragility: 5
Flammability: 1
Explosive Items: 2

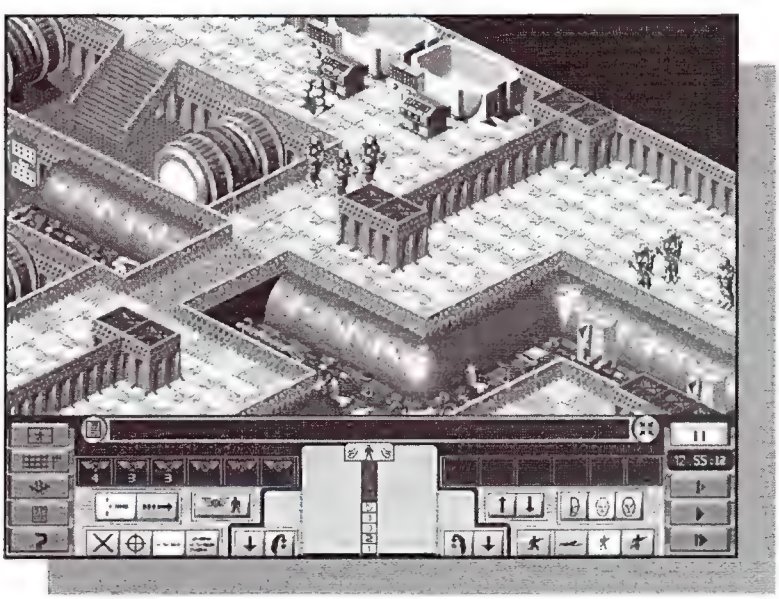
Power Stations are, for the most part, extremely wide-open, with few obstacles to hide behind or block weapons fire. Unfortunately, there are a number of smaller, enclosed rooms in the floor plan that provide cover for lurking enemies. If you're out to burn down a building, this isn't the one you're looking for. Fire barely takes hold on the floors, and burns out quickly without causing much damage. Explosives, on the other hand, can bring this place down pretty quickly. All the upper levels consist of fragile catwalks and stairways that collapse easily under virtually any type of weapons fire.

Procreation Park



Owner: Sanctuary Clinic
Height: 5
Openness: 3
Hiding Index: 3
Fragility: 3
Flammability: 3
Explosive Items: 1

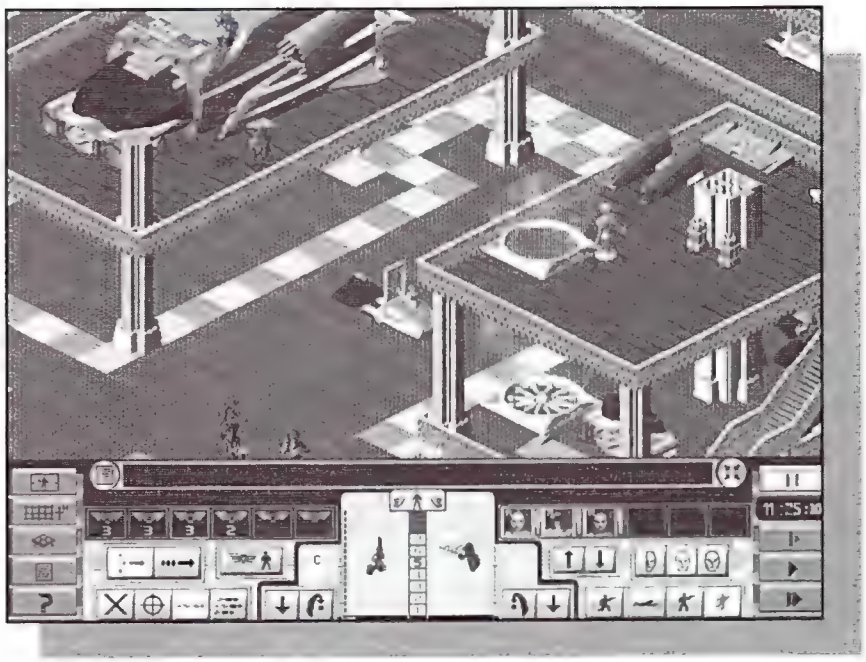
The Procreation Park is like two building types in one. The lower levels consist of small to middle-sized enclosed rooms and connecting corridors, prime hiding places. The upper levels consist of a fairly open park, complete with trees, bushes, and other obstacles. These levels are very flammable. Most of the building is fairly sturdy, except for the park-level floor (also the ceiling to the level below, of course). This floor tends to collapse from explosions or continued exposure to fire.



Recyclotorium

Owner: Evonet
Height: 5
Openness: 2
Hiding Index: 4
Fragility: 1
Flammability: 2
Explosive Items: 3

Dangerous obstacles abound in the claustrophobic Recyclotorium. There's junk everywhere, some of it explosive, some of it just in the way. The lower levels are like canyons dug into the main floor, filled with waste and spare parts. This winding garbage canyon snakes all over the level, a prime hideout for enemy units. The place is virtually impervious to collapse, and fire goes out before it can spread.



Rescue Station

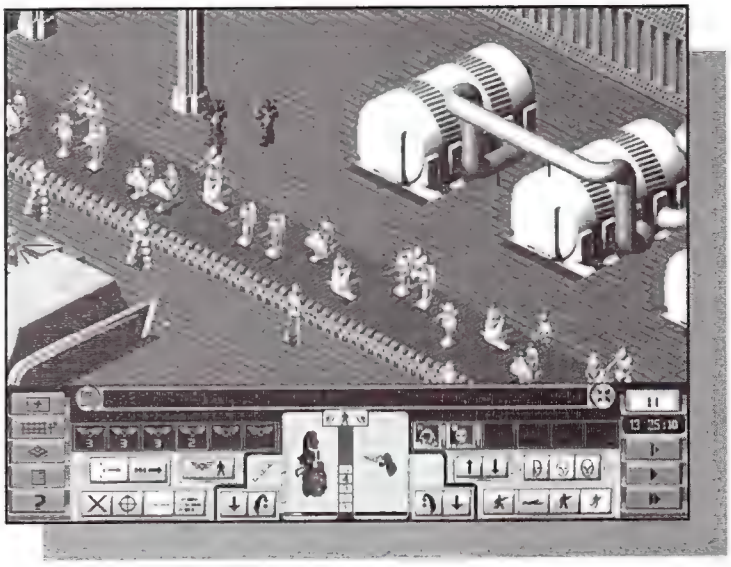
Owner: Megapol
Height: 7
Openness: 4
Hiding Index: 3
Fragility: 5
Flammability: 4
Explosive Items: 4

Rescue Stations are mostly wide-open, basically one big room segmented by multilevel platforms. The only real hiding places are inside the rescue vehicles parked in the complex.

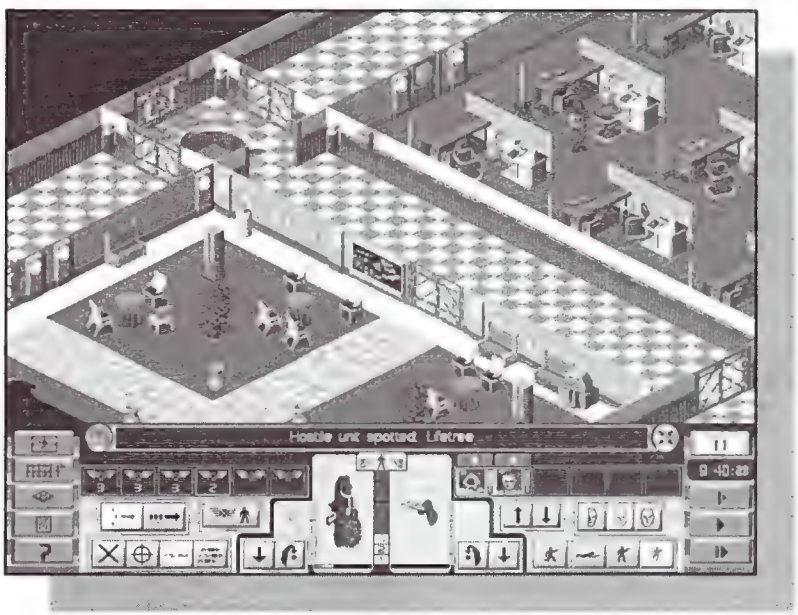
Because of all the freestanding platforms, collapses are distressingly easy to initiate. A few well-placed shots at the support columns can bring an entire platform crashing to the ground. There are also explosive furnaces and boilers everywhere. Setting off large explosions in this building can lead to chain reactions all over the place. Fire is a real danger, as well, as it tends to eat away at the support columns and catwalks, causing collapses and occasional explosions.

Robot Factory

Owner: Cyberweb
Height: 5
Openness: 4
Hiding Index: 2
Fragility: 4
Flammability: 4
Explosive Items: 4



Robot Factories are pretty much wide-open except for machinery and other obstacles scattered here and there. It's not easy to hide in this place, but it is pretty easy to trash it. Dozens of explosive robots stand everywhere, and the numerous furnaces and overhead pipes explode even from conventional weapons fire.



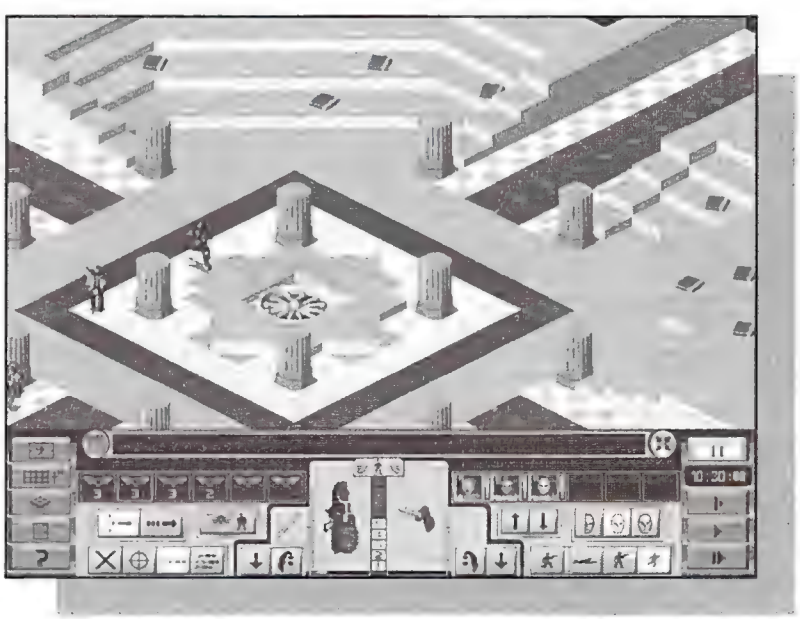
School

Owner: Lifetree
Height: 3
Openness: 3
Hiding Index: 3
Fragility: 2
Flammability: 2
Explosive Items: 1

Schools are comprised mostly of wide corridors and large rooms on the main level. The basement level, however, is a series of meandering, solid-metal corridors with plenty of hiding places. The Mega-Primus schools are well built, difficult to damage either by explosives or fire.

Senate

Owner: Government
Height: 5
Openness: 2
Hiding Index: 4
Fragility: 2
Flammability: 3
Explosive Items: 1



Although the Senate building's central hall is wide-open, the rest of the building is *not*. There are many small and medium-sized closed rooms and lots of winding corridors. The most claustrophobic place in the building is the elevator complex, present no matter what the layout. (See Figure 9-3.) This area is extremely sensitive to collapse, as it's composed of mostly glass. The rest of the building seems virtually impervious to fire, and resists weapons fire of all types.

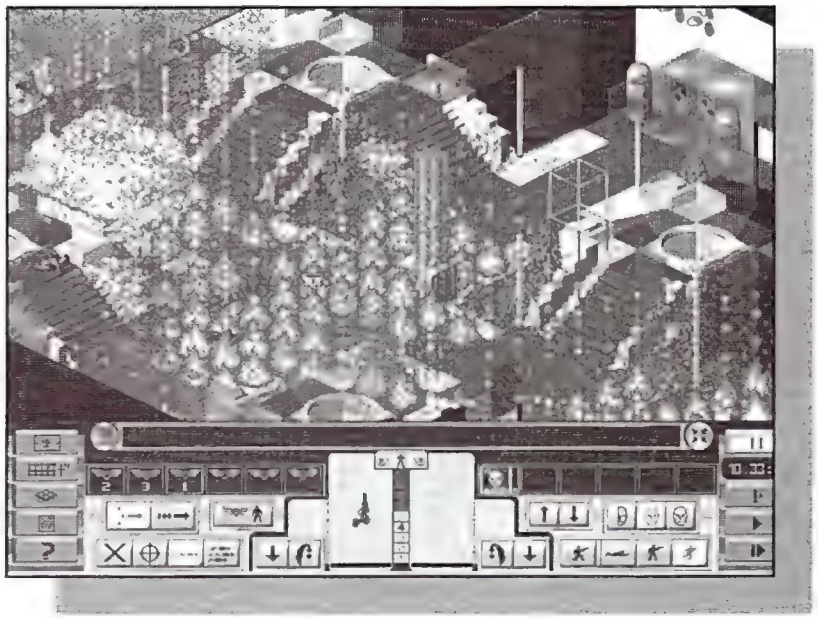


Figure 9-3. The Senate's Dangerous Elevator Complex.

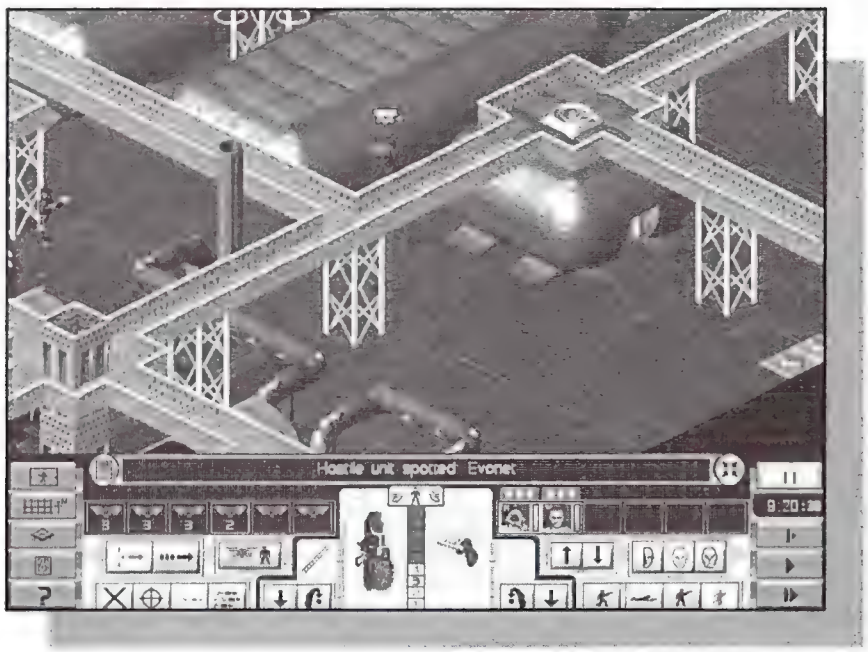
Sensodrome

Owner: Sensovison
Height: 5
Openness: 3
Hiding Index: 3
Fragility: 5
Flammability: 4
Explosive Items: 2

The Sensodrome is by far one of the game's most interesting buildings. Most of its several rooms are extremely large, but they're segmented by platforms, stages, theater seats, and other features. This adds up to a building with numerous hideouts. The overhead catwalks and platforms collapse easily under conventional weapons fire. If you use high explosives here, prepare to have platforms

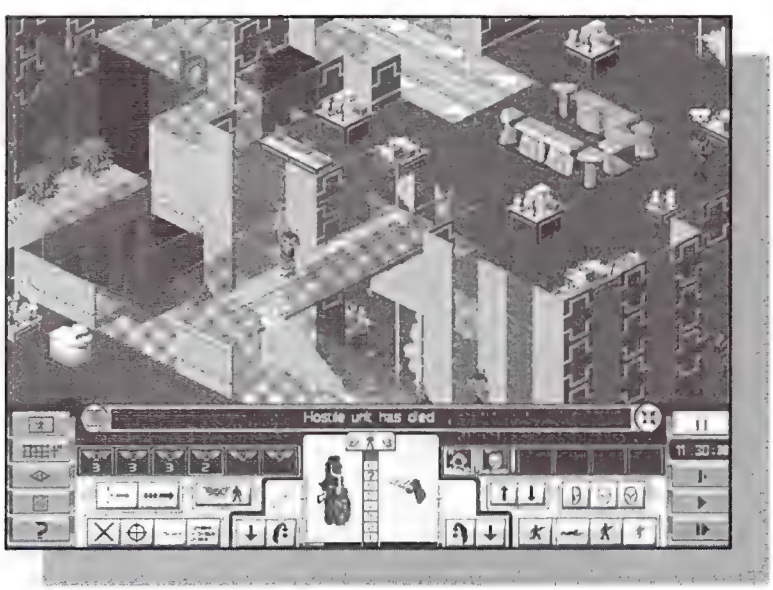
crash to the ground all around you. Fire spreads quickly, and causes massive damage, especially to the elevated platforms, which usually collapse after prolonged exposure to flames. Watch your weapons fire around robots; they tend to explode.

Sewage Works



Owner: Evonet
Height: 4
Openness: 1
Hiding Index: 5
Fragility: 4
Flammability: 1
Explosive Items: 4

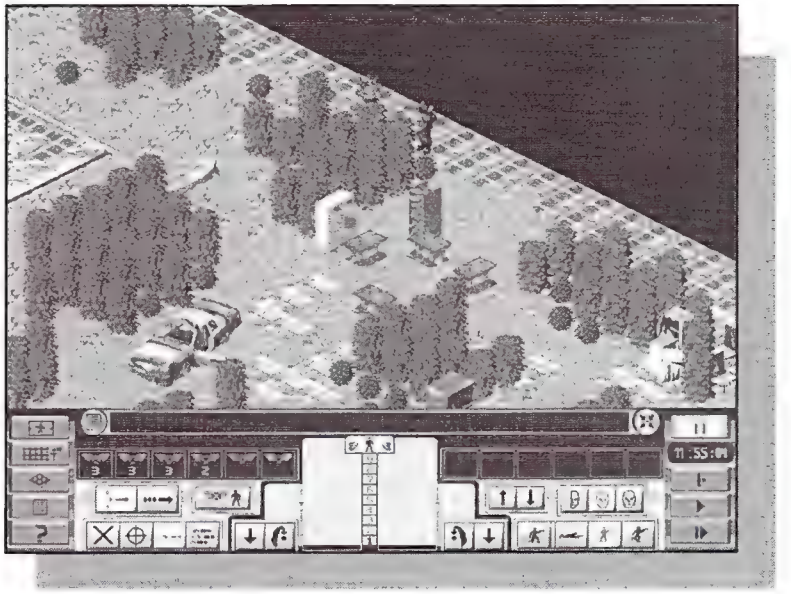
The Sewage Works is the second most labyrinthine building in the game (the *most* maze-like being the Water Purifier). The "corridors" here are a series of narrow, connected pipes. With few entrances, this network provides prime concealment for enemy units. Outside the pipe corridor it isn't much fun, either. Numerous explosive boilers and collapsible overhead pipes make it dangerous to fire even conventional weapons. The least harmful ammunition here is incendiary, as fire doesn't seem to spread or cause major damage or collapses.



Shopping Mall

Owner: Nutrivend
Height: 8
Openness: 2
Hiding Index: 4
Fragility: 3
Flammability: 4
Explosive Items: 1

Shopping Malls are a maze of medium-to-small rooms stacked into tall buildings, all connected by glass-enclosed catwalks. Despite all the windows, it's easy for enemy units to hide here. The environment is extremely busy. Its many ground objects and other features constantly obstruct your agents' lines of sight. No matter what weapons you use, prepare for lots of falling glass. When using high explosives, also prepare for collapsing catwalks.



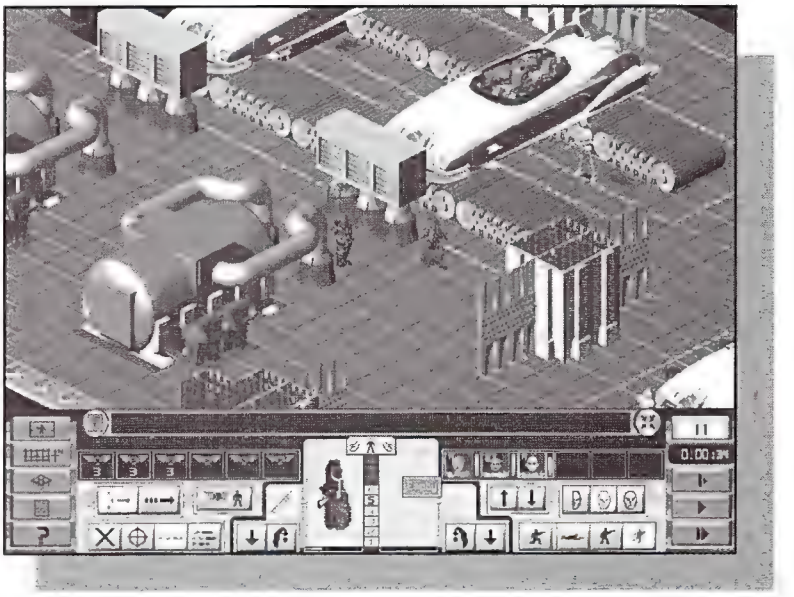
Slums

Owner: Various
Height: 9
Openness: 3
Hiding Index: 4
Fragility: 2
Flammability: 4
Explosive Items: 1

Mega-Primus's various criminal organizations rule the Slums. These areas vary from mission to mission: Sometimes they're fairly open, and other times they consist of many buildings with lots of hiding places. As a rule, these areas are highly flammable, but they don't collapse easily under weapons fire.

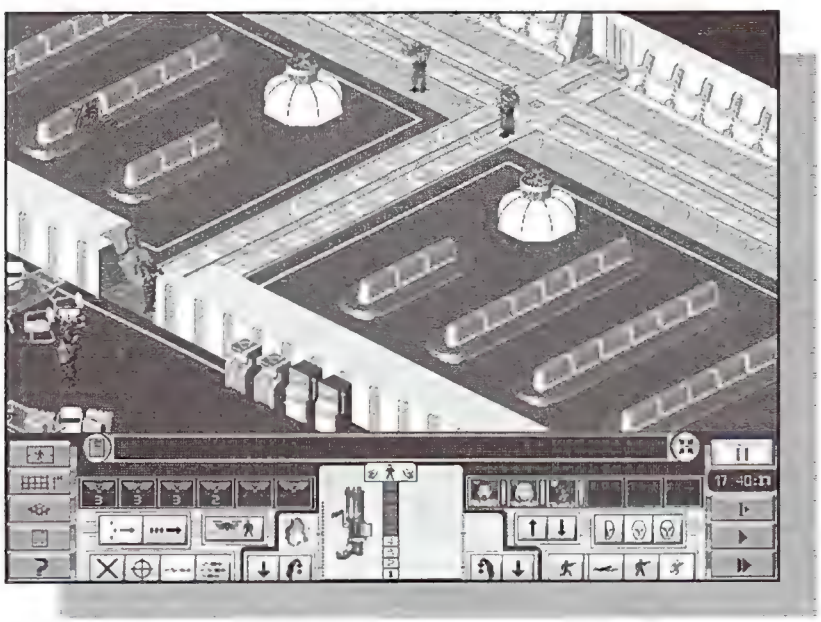
Small Flyer Factory

Owner: Megapol
Height: 6
Openness: 3
Hiding Index: 3
Fragility: 3
Flammability: 2
Explosive Items: 4



Small Flyer factories tend to be a bit more volatile than most buildings, mostly due to their many explosive furnaces and pipes. Even a couple of stray shots from a machine gun can set off a chain reaction of explosions that could bring down a rain of catwalks and overhead pipes. Fire isn't a problem, though, because the metal floors and walls are very flame-resistant. Despite the open space of this floor plan, there are a lot of freestanding obstacles and narrow places to hide.

Space Port

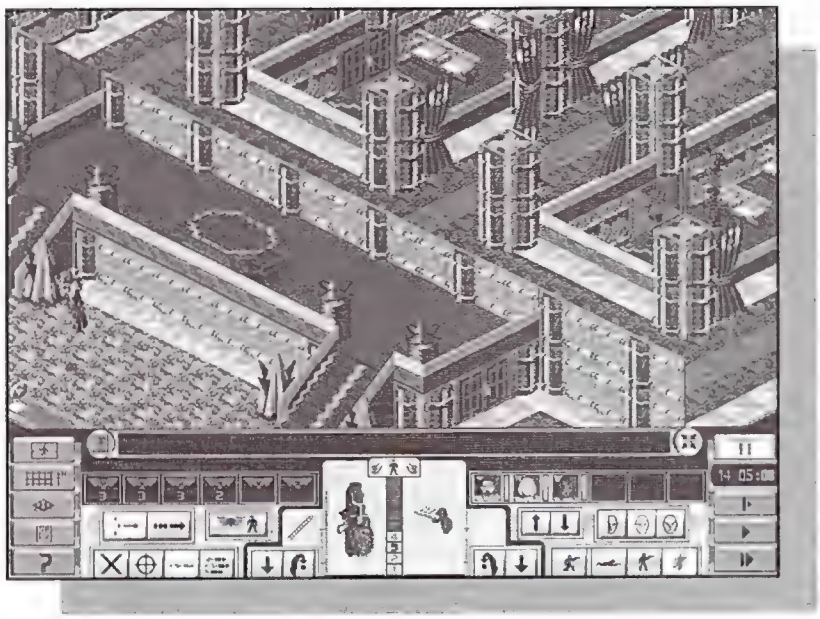


Owner: Transtellar
Height: 4
Openness: 3
Hiding Index: 2
Fragility: 1
Flammability: 3
Explosive Items: 1

The Space Port is primarily a series of fairly large rooms, some with a few smaller rooms attached. Although most rooms are wide-open inside, their sheer numbers can make it difficult to locate a lurking enemy. Evidently built to withstand 21st-century terrorism, this is one of the game's most solid buildings. The upper floor can withstand the full force of a Vortex Mine without collapsing. Fire, though it spreads quickly, does little damage other than to singe the carpet as it goes.

Temple of Sirius

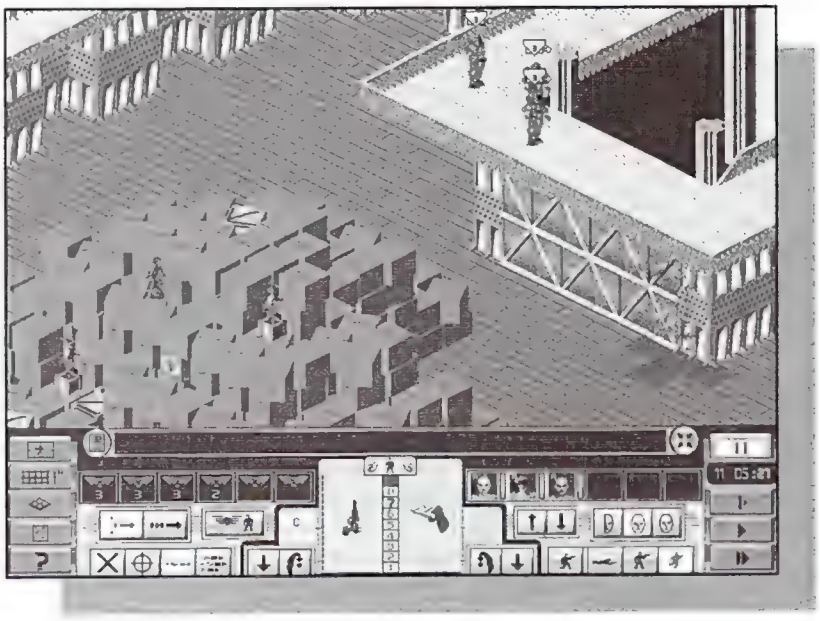
Owner: Cult of Sirius
Height: 4
Openness: 3
Hiding Index: 3
Fragility: 4
Flammability: 4
Explosive Items: 1



The home turf of Mega-Primus's resident wacky religious cult is extremely easy to destroy. Normal weapons can dislodge a myriad of overhead decorations, columns, and other bits of architecture, causing them to fall all over the place. If you set off explosions, prepare for even more dramatic action: The upper-level floors tend to collapse under high explosives, dumping whoever is standing there at the time into the basement. Although much of the Temple is composed of wide corridors and open rooms, there are still plenty of places for your enemies to hide-especially in the basement, where lots of narrow, short corridors branch off from one another.

Warehouse

Owner: Various
Height: 8
Openness: 4
Hiding Index: 3
Fragility: 3
Flammability: 4
Explosive Items: 1

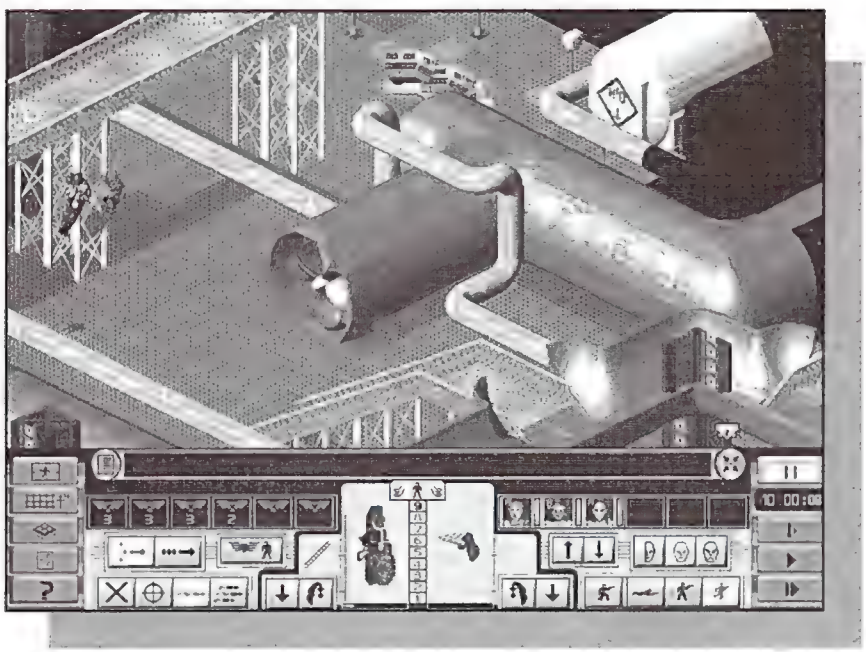


Despite its eight levels, there are really only two main floors in a Warehouse; the rest is mostly open air and catwalks. The catwalks, as usual, collapse easily from weapons fire and explosions. Though there are some small rooms (elevator shafts and adjoining chambers), most of the hiding places are among stacked boxes and other items scattered throughout the area. The boxes also collapse easily, and are particularly flammable. The wide doorways on the upper main floor tend to collapse in powerful explosions.

Until you're used to the standard layout of a Warehouse, you might miss the fact that it comprises two nearly identical halves, each with an upper and lower section. The doors are easy to miss, but you'll find them off the north side of the upper-level catwalk and on the north wall of the upper main floor. If you just can't find that last group of enemies, chances are you haven't explored the other half of the building.

Water Purifier

Owner: Evonet
Height: 9
Openness: 2
Hiding Index: 5
Fragility: 5
Flammability: 1
Explosive Items: 1



The Water Purifier is like a more claustrophobic version of the Sewage Works, but without all the explosive objects. The pipe-corridors here are extremely narrow and have few entrances (a tactical nightmare). The only open sections are at the lower levels-primarily catwalks, support poles, and water.

Despite the lack of explosive terrain items, the Water Purifier collapses easily. Overhead pipes and catwalks on all levels can be shot down or blown up before you know it, raining twisted metal down on your unsuspecting agents.

As you might guess, the Water Purifier is more or less impervious to fire.

X-COM Base Defense Missions

In *Apocalypse*, as in previous *X-COM* games, enemies can discover one of your secret bases and launch an attack against it. When this happens, you must defend the base.

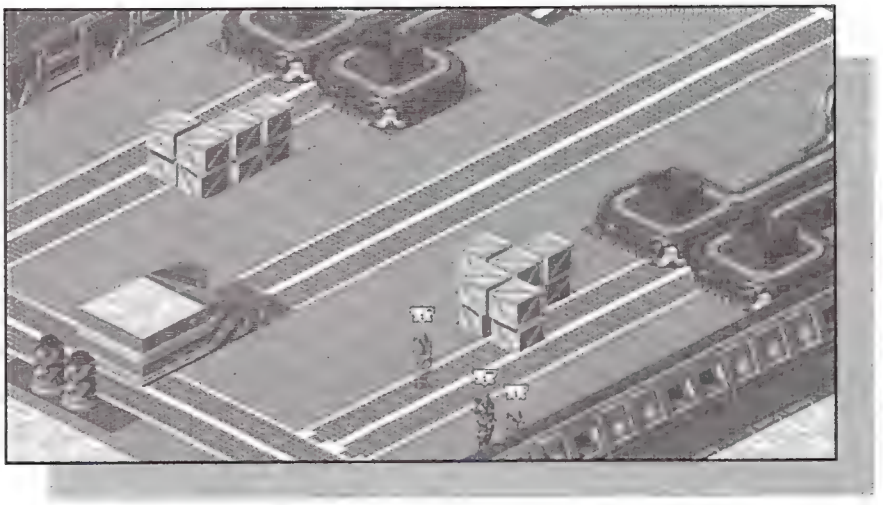


Figure 9-4. Defending an X-COM Base.

If you lose a Base Defense Mission battle, you lose the base. If the base in question is your last, the game ends. Base Defense Missions differ from normal tactical missions in a few ways. First, unlike earlier *X-COM* games, Base Defense Missions take the base's scientists into account. Not only are the scientists milling around, you can control them as if they were agents. Of course, the scientists are bitter disappointments in combat. They're unarmed and unarmored, and there's no way to make them otherwise. That means they generally just get in your agents' way as they fight.

Another difference is that you don't get to pick the agents defending your base. During each tactical engagement, you can field a maximum of 36 units (six squadrons of six). On a normal tactical mission, that means up to 36 *agents*. In a Base Defense Mission, this isn't strictly the case. The game segments the 36 unit slots and assigns defending units based on the following guidelines:

- *Up to 12 spaces are reserved for security guns (the guns on base Security Stations). Each gun on each Security Station takes up one of the 12 spaces. If not all available spaces are used by security guns, the remaining slots are filled with agents and scientists.*
- *If there are more agents and scientists on the base than there are defensive slots, the number of scientists and agents deployed is proportional to the actual ratio of both groups at the base. For example, if 30 slots remain (after all security guns are taken into account) and the base has 40 scientists and 20 agents, the base defenders would be 20 scientists and 10 agents.*

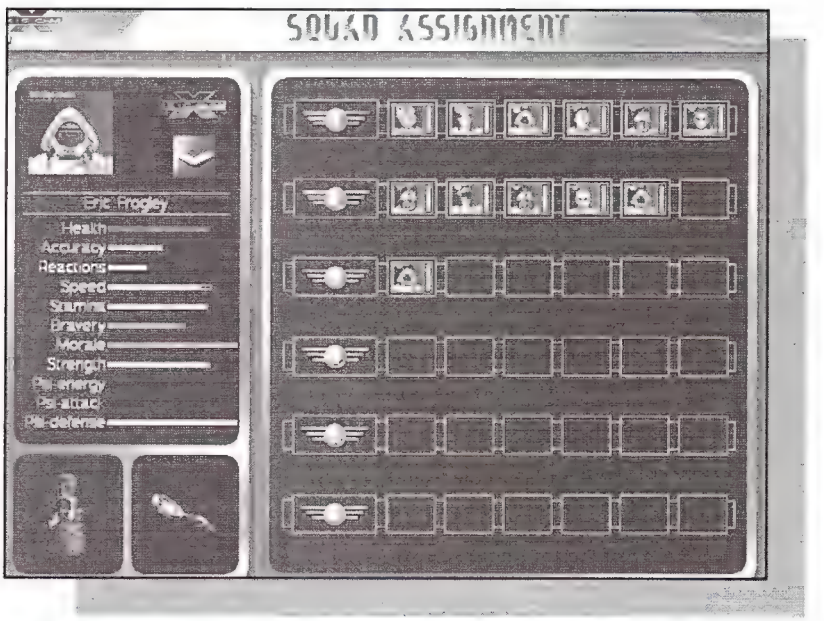


Figure 9-5. Typical Defending Units for an X-COM Base Defense Mission.

Because base facilities can't be destroyed in battle, you need observe virtually no weapons restrictions. No matter how much you shoot up your base, it's good as new when the battle ends-assuming you win, that is. If you *don't*, you lose the base. Because base facilities can't be destroyed, your primary goals are to kill all the invaders and protect your scientists.

NOTE

Again, scientists are pretty much cannon-fodder when it comes to defending the base. They have no weapons and, for some reason, they're incapable of picking up a gun and firing it. Scientists can, however, play a vital role in a Base Defense Mission.

Hide your scientists for as long as possible. But if they're all that stands between the invaders and the capture of your base, it's time they did something useful. Find a group of enemy units and have a few of your scientists enter the enemies' line of sight. Then, have the scientists run to the nearest base Security Station. The enemies will usually converge on the Scientists' position and the security guns can mow them down (unless someone's destroyed the security gun emplacement, of course).

The number and species of aliens infiltrating your base during a Base Attack depends on the type of UFO that deposited them. The foregoing table 9-1 shows how many aliens to expect by UFO type. The number of *human* enemies that invade a base and the weapons they use varies depending on the corporation controlling the strike team. These invaders number the same as building guards during city building raids (see table 9-2).

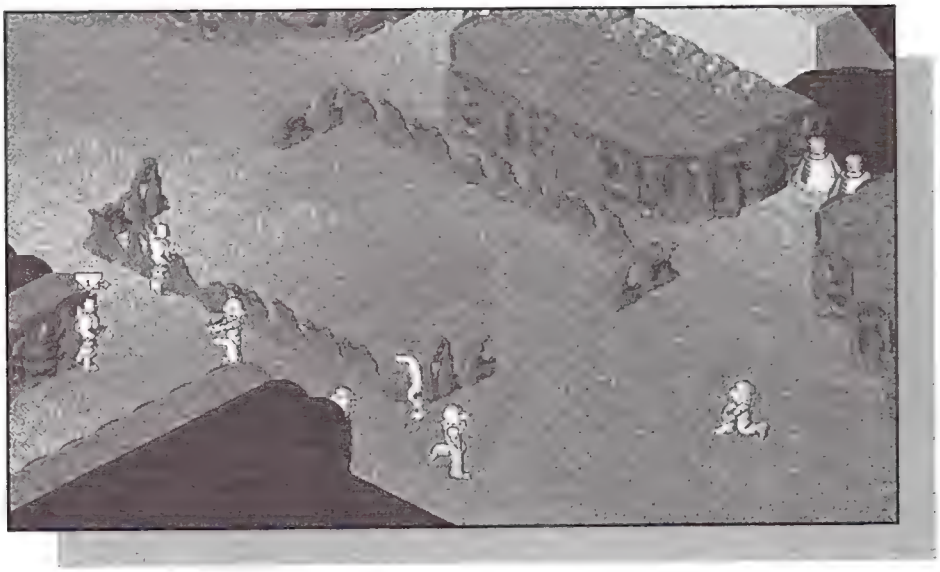


Figure 9-6. Inside a UFO.

UFO Crash and Recovery Missions

The final Mega-Primus mission type is the "UFO Crash and Recovery Mission." After a UFO is shot down in the city, you have the opportunity to send a team of agents to investigate the UFO and plunder its contents. Many items you get as a result of UFO Crash and Recovery missions are vital to completing your research and, thus, vital to completing the game.

Unlike Mega-Primus buildings, each UFO (that you can enter) has a specific, unchanging floor plan. That is, every Battleship has the same floor plan, every Mothership has the same floor plan, and so on.

The crew for each UFO type also remains the same. Table 9-3 shows the number and species of aliens you can expect to find in each UFO type.

TABLE 9-3. ALIEN DEPLOYMENT IN UFO CRASH AND RECOVERY MISSIONS BY UFO TYPE

1	2	3	4	5	6	7	8	9	10	11	12	13	14
Alien Probe*	0	0	0	0	0	0	0	0	0	0	0	0	0
Alien Scout*	0	0	0	0	0	0	0	0	0	0	0	0	0
Alien Transporter	2	0	2	0	2	4	0	4	1	0	0	0	0
Alien Fast Attack Ship	0	2	0	0	0	6	0	2	1	0	0	0	0
Alien Destroyer	0	0	0	0	0	8	3	3	0	0	0	0	0
Alien Assault Ship	0	0	0	0	2	6	2	4	4	0	0	0	0
Alien Bomber	0	0	0	0	0	3	7	0	2	0	0	0	3
Alien Escort	0	0	0	0	0	3	7	0	2	1	0	0	0
Alien Battleship	0	0	0	0	0	8	5	5	5	3	1	0	3
Alien Mothership	0	0	0	0	0	4	9	0	5	2	2	0	3

*** No actual tactical battle takes place when a team of agents visits these UFOs. Your agents automatically receive all equipment and knowledge related to investigating these UFO types when they arrive at the crash site.**

KEY

1 UFO Type
2 Multiworm Egg
3 Brainsucker
4 Multiworm
5 Hyperworm
6 Chrysalis
7 Anthropod
8 Skeletoid
9 Spitter
10 Popper
11 Megaspawn
12 Psimorph
13 Queenspawn
14 Micronoid Aggregate

During the stage of the game where collecting and storing aliens for research purposes is important, make sure you don't let the game cheat you of any hard-earned aliens.

If, when you return from a tactical mission, there's not enough room in your Alien Containment Facility to house all the aliens and alien corpses you brought, the game warns you of this. You may allow the game to make room for the new arrivals, or go to the Alien Containment screen and do it yourself. By all means, do it yourself!!! When the game decides which aliens stay and which are tossed out to rot, its decision seems totally arbitrary. Often the computer throws out the very alien you just spent the last hour capturing. If you don't believe it, go to the Alien Containment screen in this situation and see which aliens are scheduled to be dumped (the screen displays this information automatically).

Adventures In the Alien Dimension

So you finally completed enough research to start building transdimensional vehicles, and you're ready to start your forays into the Alien Dimension. What can you expect when you get there, and what can you do to make your life easier at this late stage in the game?

The remainder of this chapter is devoted to revealing just that. Once you're ready to start running tactical missions into alien buildings, every mission into the Alien Dimension has three steps. First, you must get your craft safely to the building you're assaulting. Second, you must successfully complete a tactical mission in the target building. Finally, you must get your ships back from the Alien Dimension.

Getting There Is a Third of the Fun . . .

When you want to get somewhere, it helps to know where you're going. Figure 9-7 is a complete map of the alien universe, with the buildings numbered by order of attack. These buildings are:

1. Sleeping Chamber
2. Food Chamber
3. Alien Farm
4. Maintenance Factory
5. Incubator
6. Control Chamber
7. Spawning Chamber
8. Organic Factory
9. Megapod Chamber
10. Dimension Gate Generator

Your ships always enter the Alien Dimension through the Dimension Gates above the Dimension Gate Generator building. As you can see, the distance to your destination buildings for missions 1 through 10 form a bell curve: Missions 2 through 7 require you to fly quite far before you can land and begin your assault. The farther you must fly, the greater the risk. What can you do to decrease this risk? Glad you asked.

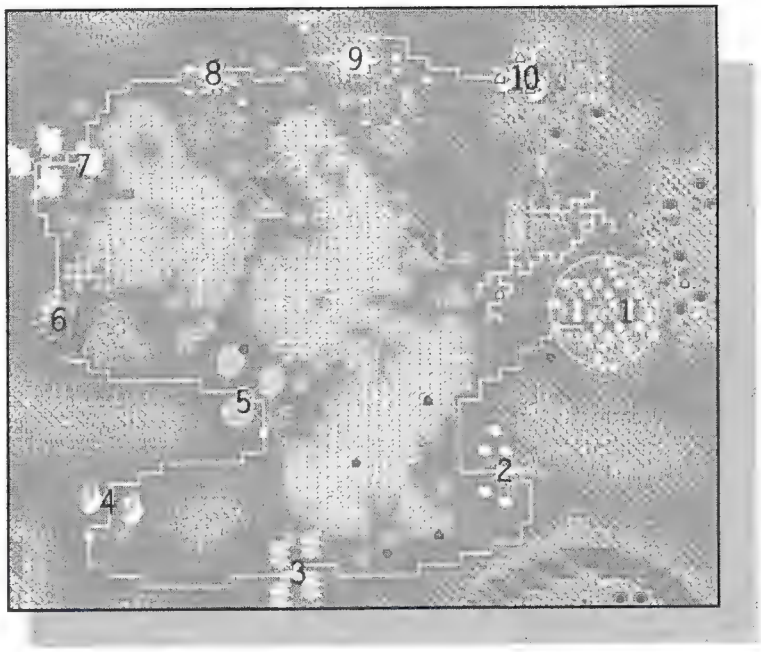


Figure 9-7. A Map of the Alien Dimension.

- Choose the best troop transport available. *Most of the game's transdimensional vehicles can act as troop transports to some degree. Use the best available ship type for this task. The bigger and more well-protected the ship, the more likely you'll make it to the target building in one piece.*
- There's safety in numbers. *As a rule, you should never enter the Alien Dimension with a single ship. Provide some sort of escort for the ship transporting your agents. Ideally, you want Annihilators as escorts, but you can use whatever you can afford. Even if escort duty falls to a couple of Dimension Probes, it's still better than sending your transport in alone.*
- Arm your escorts creatively. *Destruction isn't everything, especially when you're talking about engaging UFOs in the Alien Dimension. The purpose of your escorts is to buy the troop transport enough time to get to the target building. One fine way to do this is to arm your escorts with Stasis Bombs. If you have a fast troop transport, the few seconds you buy when your escorts freeze nearby UFOs is usually enough for the transport to make to the target building.*
- Check the map view. *As soon as all your vehicles are through the Dimension Gate, pause the game and look at the map view. The destination building is circled in red, and the courses for all your ships (which always default to a direct route to the destination building) display as blue lines.*
- Reset the course of your escort craft. *The only ship that has to enter the alien building is the troop transport; however, every ship you control is set to this course by default. While you have the game paused and are checking the Alien Dimension map, look for UFOs between you and the destination building. If UFOs lie on the flight path, assign your escorts to attack them. If all UFOs are fairly far from the flight path, send your escorts to positions flanking the destination building (see figure 9-8). Set the escorts to "Aggressive" so they'll engage approaching UFOs.*

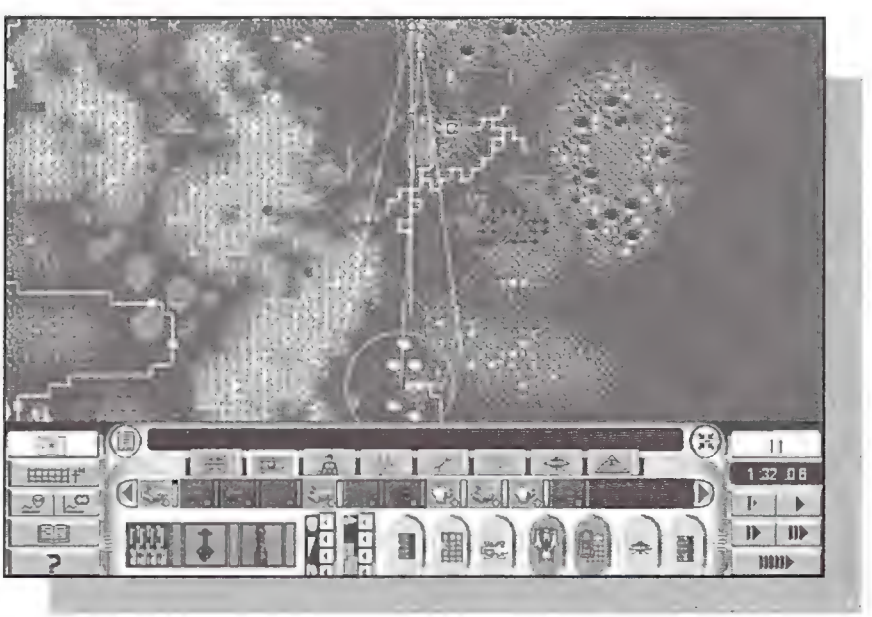


Figure 9-8. Setting the Course of Your Escort Craft In the Alien Dimension.

✓ Get the troops through ASAP. *(This is obvious.) Leave the transport's course set to the default, and change the flight characteristics of the ship to "Evasive" and "Low." This gives the transport a better chance of getting through while the escorts handle the nasties along the way.*

When choosing escort craft for your troop transport, make sure the escorts can keep up with the transport, and vice versa. For example, when you escort a Biotrans with a couple of Annihilators, the Annihilators quickly outrun the Biotrans, leaving it vulnerable to attack from behind. The escort craft and the transport should move at about the same speed.

The buildings where the last two Alien Dimension missions take place, the Megapod Chamber and the Dimension Gate Generator, are so close to the entrance to the Alien Universe you can probably get away with just sending in your troop transport (if it can absorb a reasonable amount of damage).

. . . Getting Out is Another Third

Your agents made it into the building successfully. They completed their mission. Now, it's time to go home, but the Alien Dimension is still swarming with UFOs. How do you get out? Here are a few tips:

✓ Have your escorts engage nearby UFOs. *If UFOs lie close to the transport's location, have your escorts engage them immediately. This distracts the UFOs while your troop transport takes off and starts back to the Dimension Gate Generator.*

✓ Don't order your troop transport to take off until after the building collapses. *When a tactical mission is successfully competed in an alien building, that building collapses as soon as you leave the tactical combat section of the game. It's tempting to order your troop transport to bug out as soon as the mission is completed. Resist this urge! If the transport craft takes off while the building is collapsing, the vehicle often*

sustains a great deal of damage from the falling rubble. If you avoid taking off until the collapse is complete, your troop transport craft will sustain no such damage.

- Take time to recharge your shields. *Shields recharge over time. If your escorts can buy you enough time, you should allow the transport craft to remain inside the remains of the alien building for as long as possible so its shields can recharge. Every little bit of extra shield energy helps the ship survive for a few seconds longer.*
- Send the troop transport directly to the Dimension Gate. *While your escorts engage nearby UFOs, send the troop transport home. Leave its orders set to "Evasive" and "Low."*
- Send everyone else home. *Once the troop transport is safely through the Dimension Gate, set all escort craft to "Evasive" and send them home.*

An interesting strategy is to land all your ships inside the alien building before you start the tactical mission. Once the X-COM vehicles are inside, the UFOs cease chasing them and go about their random patrols. Then X-COM craft can all allow their shields to recharge to full before taking off. Once all the shields are recharged, start sending ships home, allowing the escorts to cover for the troop transport. Often, if you wait and watch the UFO patrols, you can find a "window" where all airspace between you and the Dimension Generator is devoid of UFO activity.

Tactical Missions In the Alien Dimension

Now you know how to get your troops safely in and out of the Alien Dimension. It's time to look at the 10 Alien Dimension tactical missions and some tips for getting through them.

Enemy Deployment In Alien Dimension Buildings

As with other tactical missions in the game, each of the Alien Dimension buildings has its own, unique set of defenders. Table 9-4 shows the base number of each alien species you'll find in each building.

TABLE 9-4. INITIAL ENEMY DEPLOYMENT FOR BUILDINGS IN THE ALIEN DIMENSION

1	2	3	4	5	6	7	8	9	10	11	12	13	14
Sleeping Chamber	0	0	0	6	0	6	6	2	0	0	0	0	2
Food Chamber	0	0	0	0	0	12	6	0	0	0	2	0	0
Alien Farm	0	0	0	0	0	6	12	0	6	0	2	0	0
Maintenance Factory	0	0	0	0	0	6	6	0	6	2	0	0	0
Incubator Chamber	0	0	4	0	0	6	12	2	0	0	0	0	0
Control Chamber	0	0	0	0	0	12	12	2	0	0	0	0	0
Spawning Chamber	6	0	0	0	0	6	6	0	0	3	2	1	0
Organic Factory	0	0	0	0	0	12	12	2	0	0	2	0	0
Megapod Chamber	0	0	0	0	0	12	12	2	0	2	2	0	0
Dimension Gate Generator	0	0	0	0	0	0	18	0	0	6	6	0	0

KEY

1 Building
2 Multiworm Egg
3 Brainsucker
4 Multiworm
5 Hyperworm
6 Chrysalis
7 Anthropod
8 Skeletoid
9 Spitter
10 Popper
11 Megaspawn
12 Psimorph
13 Queenspawn
14 Micronoid Aggregate

The figures in table 9-4 represent only the *initial* population of each alien building. Reinforcements arrive throughout each tactical mission. Table 9-5 shows the rate at which reinforcements arrive for each alien building.

TABLE 9-5. RATE OF ARRIVAL FOR ALIEN REINFORCEMENTS FOR EACH ALIEN DIMENSION BUILDING ASSAULT

Building	Reinforcement Rate*
Sleeping Chamber	1 alien every 40 seconds
Food Chamber	1 alien every 35 seconds
Alien Farm	1 alien every 12 seconds
Maintenance Factory	1 alien every 30 seconds
Incubator Chamber	1 alien every 20 seconds
Control Chamber	1 alien every 10 seconds
Spawning Chamber	1 alien every 18 seconds
Organic Factory	1 alien every 20 seconds
Megapod Chamber	1 alien every 10 seconds
Dimension Gate	1 alien every 5 seconds

*** Each alien reinforcement is either an Anthropod, a Skeletoid, or a Spitter. To determine reinforcements for turn-based combat, each turn equals 11 seconds.**

Alien reinforcements usually come into the battle area through teleportation pads-one or more orange, glowing squares located somewhere in the alien building. If you can destroy these pads (a Vortex Mine usually does the trick) you can significantly slow the rate of alien reinforcements.

Inside the Alien Buildings

Unlike the first two *X-COM* games, *Apocalypse* requires you to complete a number of missions-10, to be exact-to win the game. Each mission is essentially the same: Enter the alien building, locate all targets of a certain type, destroy said targets, and get your agents out alive. The targets always differ in configuration, number, toughness, and position, and the alien forces guarding the targets vary from building to building. This forces you to use slightly different tactics to complete each mission.

The following sections describe the basic premise for each alien building mission in the order it's played, and detail techniques and tricks for getting through it.

Choosing Agents and Armament

Take along these things on all tactical missions in the Alien Dimension:

- No fewer than 12 agents, all with the highest possible Psi-defense rating.
- Vortex Mines. *You need high explosives in every mission to blow up each building's primary target. Every agent should carry* at least *two Vortex Mines on every mission, and one or more agents should be designated grenadiers, each carrying three or more Vortex Mines.*

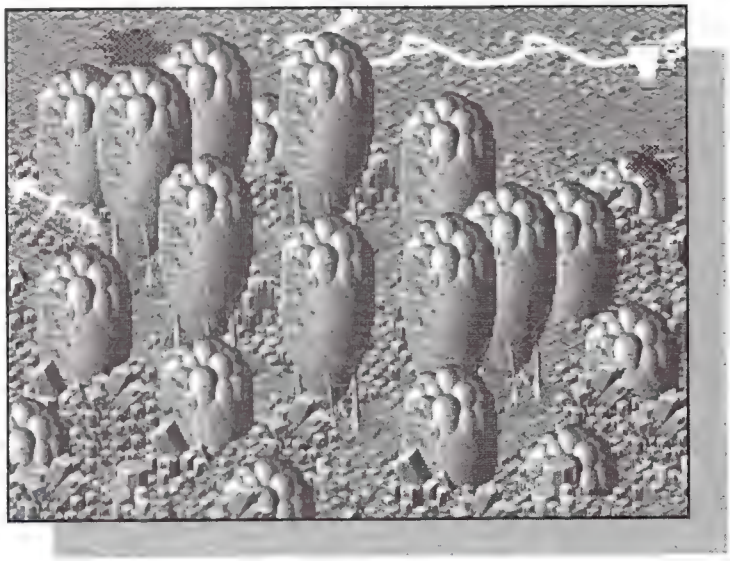
If you run out of mines-and you will-often you can find additional Vortex Mines near the bodies of dead Skeletoids and Anthropods.

- Toxiguns with Toxin C Clips. *When possible, every agent with decent accuracy should have one. Just be sure to carry plenty of extra ammo.*

- Devastator Cannons. *About a third of your agents should carry these weapons. They're less deadly than Toxiguns, but have unlimited ammunition. Very helpful if the battle runs extra long and the Toxiguns run out of ammo.*
- Armor. *The best combination, if you can afford it, is a Marsec breastplate with X-COM Disruptor Armor arm and leg pieces, and helmet. This provides your agents with maximum protection and the ability to fly.*
- Personal Disruptor Shields. *Every agent should have at least one, preferably two.*
- Medi-kits. *If every agent doesn't have one, every* other *agent should.*

The Sleeping Chamber

The Sleeping Chamber is one of the easiest alien buildings to clear. You must destroy four targets, sleeping pods, to succeed. Luckily, they're quite large and so are extremely easy to find. Figure 9-10 shows a sleeping pod on the map view; figure 9-11 shows the pod itself.



The best thing to do here is strike hard and fast. The defending aliens aren't very tough; by this point in the game, you should be able to fight a few Anthropods, Skeletoids, and Spitters! Many aliens hang around the orange teleporters at the bases of elevated platforms, so send most of your agents there first.

Have most of your agents skirmish with the aliens while one or two agents drop a Vortex Mine at the base of each sleeping pod. Set the timer for enough time to get your agents

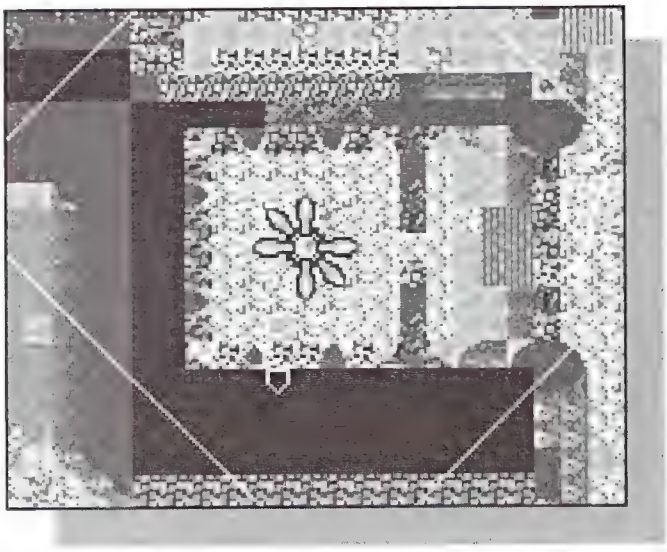


Figure 9-10. Sleeping Pod.

away: Sleeping pods are extremely explosive. And don't get your agents trapped in a cross fire in the narrow corridors on the way in or out.

To avoid wasting time and causing yourself frustration, make sure you see the "building disabled" message *before* you send all your agents off the battlefield map. If you don't see this message, *you haven't finished the mission!*

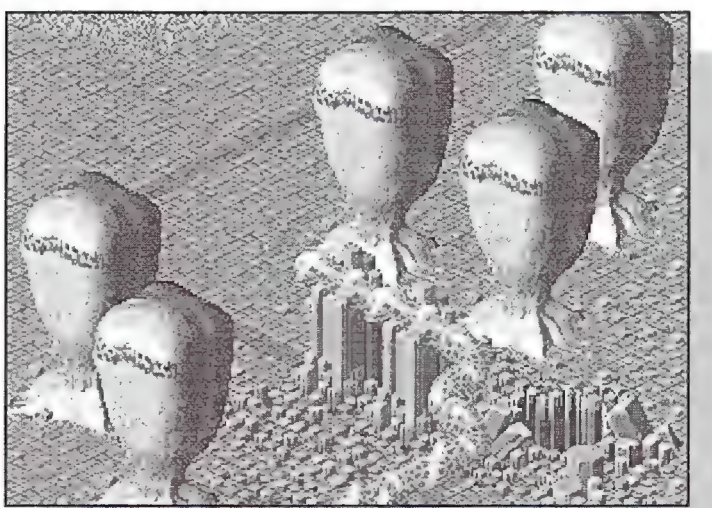


Figure 9-11.

The Food Chamber

Your goal in this building is to find and destroy the light sources that allow the aliens to preserve their food. Certain terrain features, compared to the briefing's picture of the alien light source, can make this mission's goal a bit confusing. The terrain features in figure 9-13 are *not* the light sources you're looking for. These nodes, which abound in this and several other alien buildings, are simply Stun Gas repositories. When shot, they explode, sending out a green cloud of instant sleep.

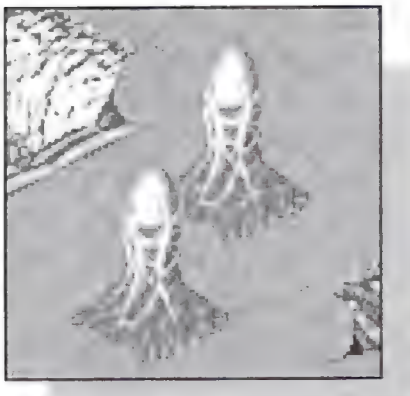


Figure 9-13. A Stun Gas Node, *Not* a Light Source.

Figure 9-14 shows what you *are* looking for. There are seven light sources in all. Three are located on the first level, in a heavily guarded stone fortress within which a jungle grows. One of the entrances to this area is through a narrow corridor on the lower level. (See the overhead map view in figure 9-15.) Near the entrance, expect to find lots of Anthropods and Skeletoids who'll stop at nothing to keep you out. A full-scale frontal assault one way to go. However, it is much easier to sneak in via the back door than fight your way in through the front. There is a secret entrance to this area near the middle of its southern edge; the entrance is blocked by brown vines which you have to destroy, either by shooting or by an explosion, in order to gain entry. Once in, go to the fourth level and exit through the side openings into the main complex. Be careful of Psimorphs who lurk in the jungle! One good explosion will take out the light sources.

Make sure your agents are well away before the explosives detonate: The chamber fills with fire when the light sources explode.

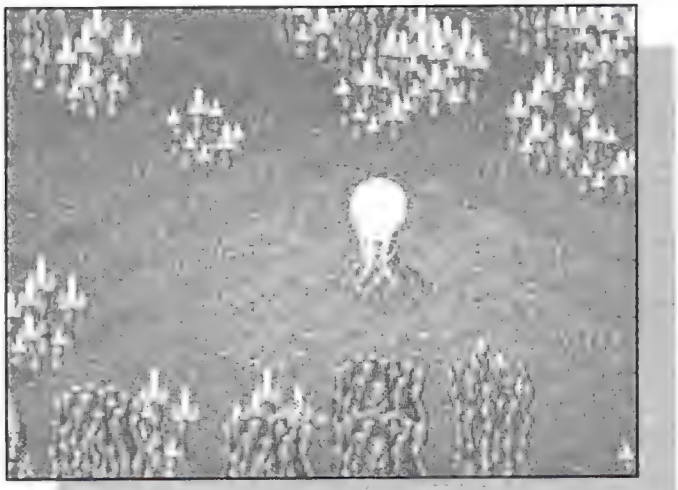


Figure 9-14. Your Targets In the Food Chamber.

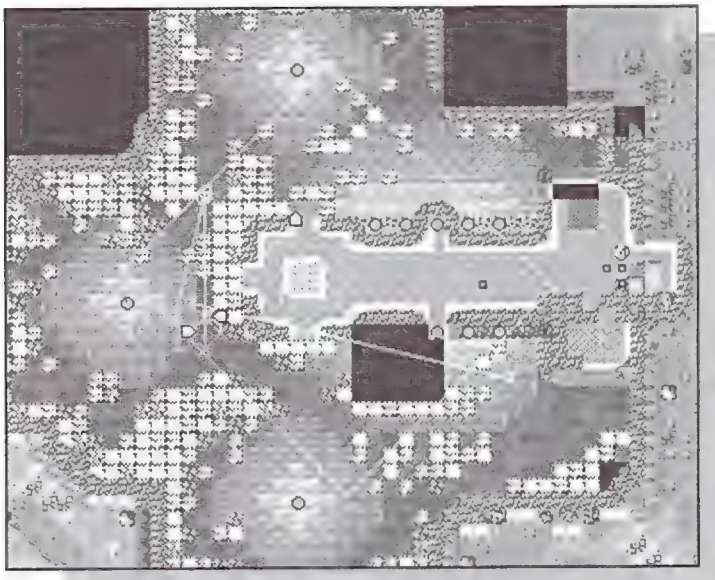


Figure 9-15. Map View of the Food Chamber's Main Light Source Complex.

Once you destroy the three light sources in the main chamber, it's time to find the secondary light sources. These are identical to the other three, but they're hidden high on a platform, usually near one of

the map corners. (See figure 9-16.) You can take out all four of these with two explosives. If all four don't go right away, don't worry. The fire will eventually set off the others.

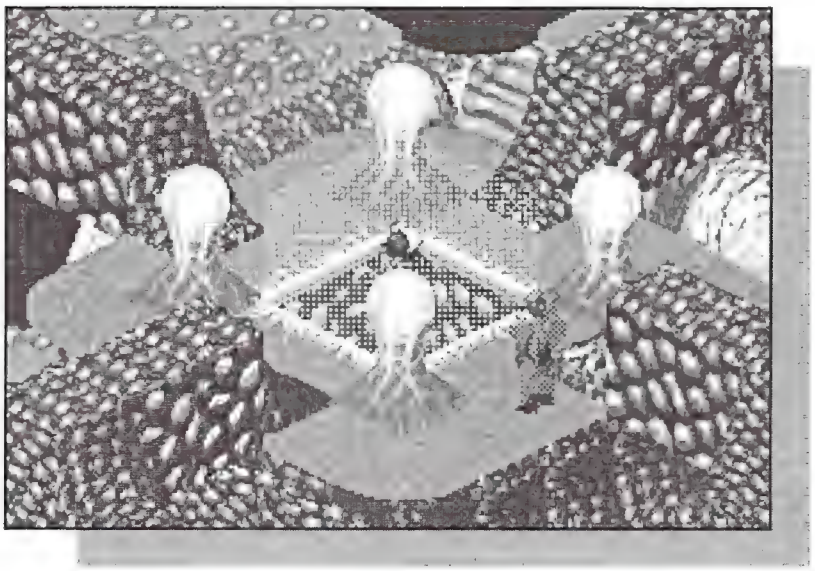


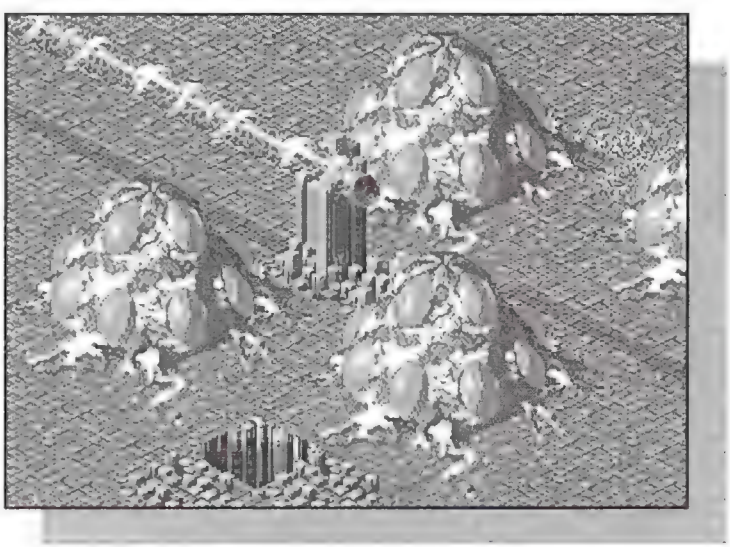
Figure 9-16. The Secondary Light Sources.

NOTE

When you're playing the "Food Chamber" mission, don't give a second thought to the Sectoids wandering all over the place. They're harmless. For all intents and purposes, the Sectoids here are treated as if they were civilians at any other tactical combat site. As for the side mission of "rescuing the Sectoids from captivity," this happens automatically when you complete the mission successfully. Your best bet is to let the Sectoids fend for themselves while you concentrate on finding and destroying your targets. As long as you don't actively hunt them, most Sectoids make it out alive if you win the mission.

The Alien Farm

Your targets in the Alien Farm are white blocks that resemble nothing so much as salt licks (see figure 9-17). You'll always find these four or five levels up on elevated platforms. Most of these platforms are located directly above teleporters, so if reinforcements arrive while you're completing your work,



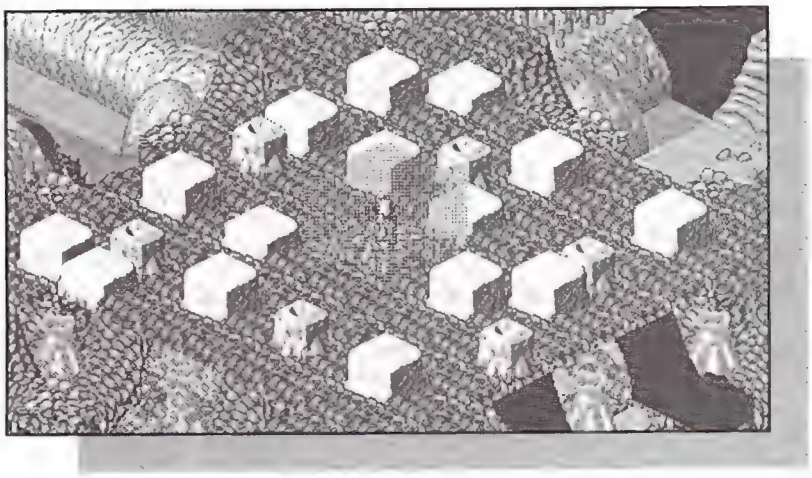


Figure 9-17. Targets In the Alien Farm.

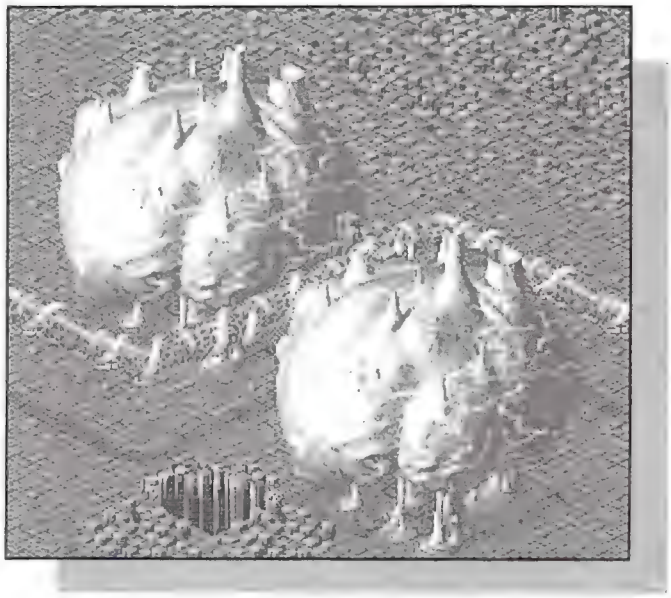
they'll be on top of you before you know it.

As they are in most alien buildings, the targets are clustered in many locations, forcing you to do some searching. Just remember that target sites here are always up high, and are usually "marked" on the lower level by a set of orange, alien reinforcement teleporters.

You'll need lots of Vortex Mines for this one, because the targets are not themselves explosive. Although most of the aliens you meet are Skeletoids and Anthropods, Poppers and Psimorphs also lurk here. If you have a choice, take out the Psimorphs first; with their psionic powers, they're the most powerful of the Farm's defenders.

The Alien Maintenance Factory

The targets in the Alien Maintenance Factory are huge pillars with thinner stalks hanging all around them (see figure 9-18). Both the pillars themselves and the surrounding stalks are explosive; the problem is finding somewhere to place your Vortex Mines so you can blow up and collapse the whole pillar in one shot. There are two possibilities. The first is to drop your mine on the bubbly base of the pillar. If dropped from directly above, the mine stays on the base until it explodes. (See figure 9-19.) The other is to shoot off part of the domed section of the pillar top and drop the mine there. When the mine goes off in either place, the entire pillar should collapse in a chain reaction explosion.



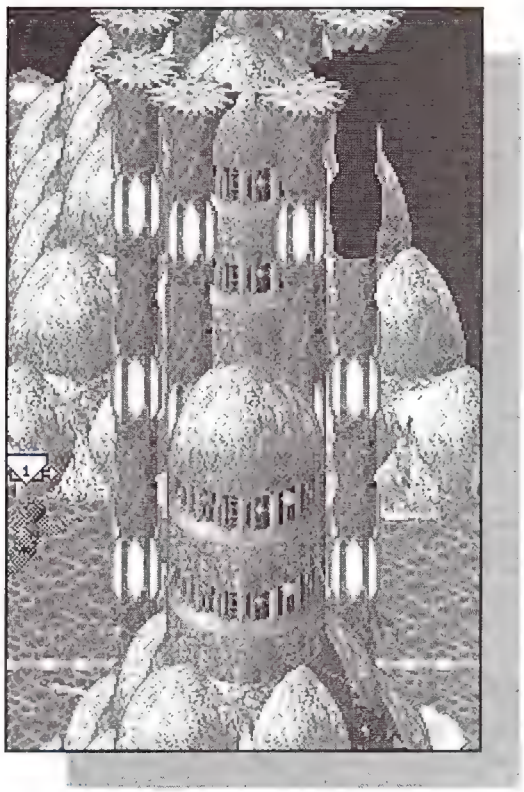


Figure 9-18. Targets In the Alien Maintenance Factory.

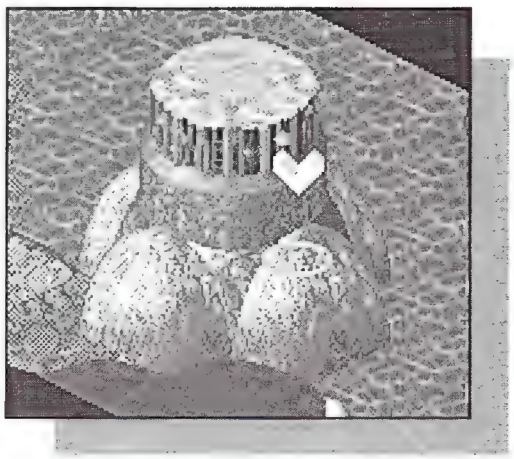
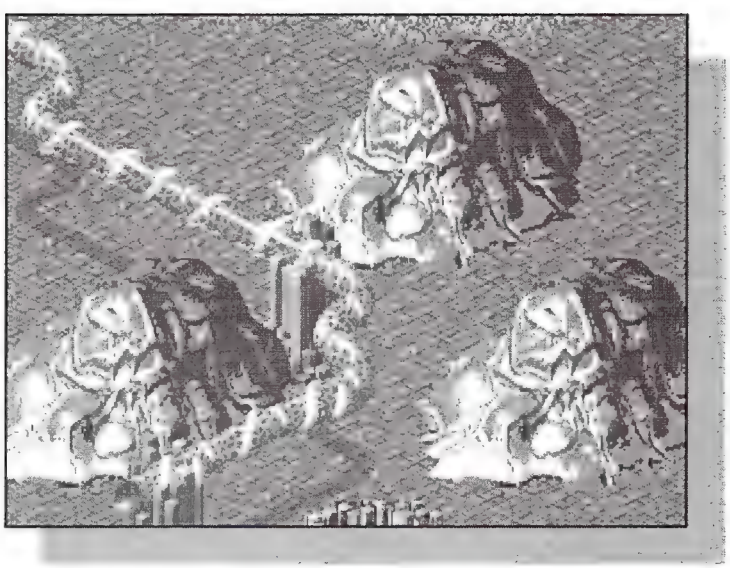


Figure 9-19. Where to Drop Your Mines (Note Arrow).

As usual, these pillars exist at multiple sites, and you must find them all before you can disable the building. As for building defense, there are no Psimorphs, so don't worry about psionics. Do, however, worry about the pair of Megaspawns wandering the area.

The Incubator Chamber



The Incubator Chamber is the first truly difficult building you encounter in the Alien Dimension, mainly because of its layout. No matter what the specific layout of the map, this building is *always* full of narrow, twisting corridors, subbasements, and hiding spaces for aliens. To make matters worse, you must destroy many targets. Some are in fairly open places, but they're heavily guarded (see figure 9-20). Others are hidden away, usually in some little basement room, and are difficult to find. Luckily, the targets are fairly easy to destroy once you get to them. A single Vortex Mine for each more than suffices, and chain reactions are likely due to the target's volatile nature.

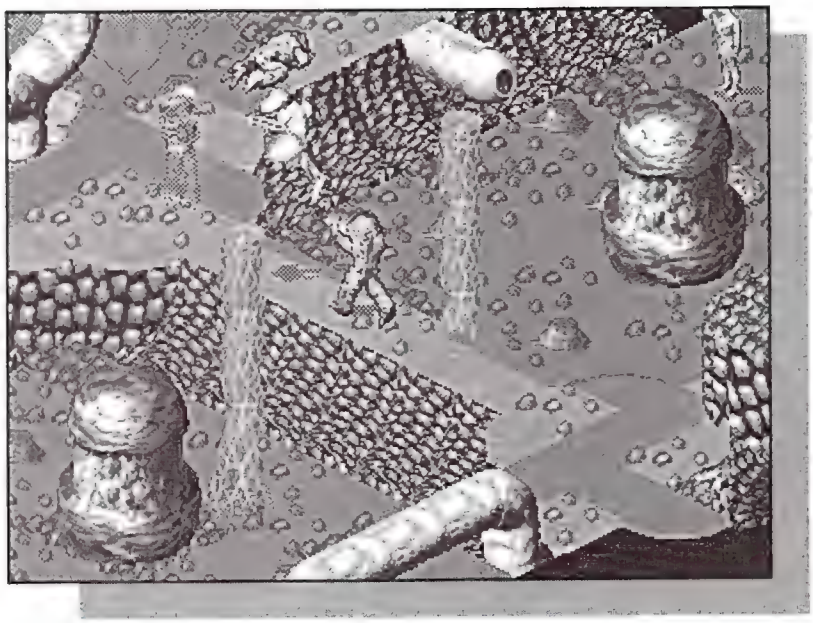
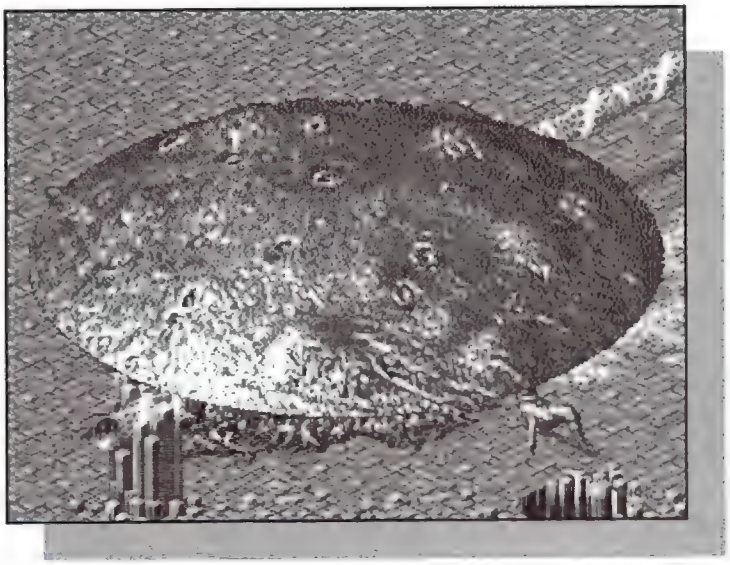


Figure 9-20. Targets In the Incubator Chamber.

One of the best tactics in the main chamber is: Place most of your agents around the perimeter to give covering fire as one or two agents fly above the targets and drop Vortex Mines on each.

The Control Chamber

When you're ready to assault the Control Chamber, you're halfway to your goal. The targets in this building are a series of purple nodes on pedestals, for lack of a better description. (See figure 9-21.) Again, there are multiple caches of these nodes. One is usually on an enclosed pedestal, as in figure 9-21. You'll usually find another set inside a mountain-like structure with a heavily guarded entrance.



The Control Chamber targets aren't very explosive, so you can't count on chain reactions to do all the work. Again, Vortex Mines are the fastest, easiest way to end the mission, but in a pinch these targets can be shot one at a time with a Devastator Cannon.

Flying ability is extremely helpful in this building, because it gives you a means of opening a "back door" into the target chamber housed inside the mountain. By flying near the top and dropping one or two Vortex Mines on the bubbly outcroppings there, you can easily blast an opening through the wall. (See figure 9-22.) Then your agents can get in, set up some explosives, and get out before the aliens can respond.

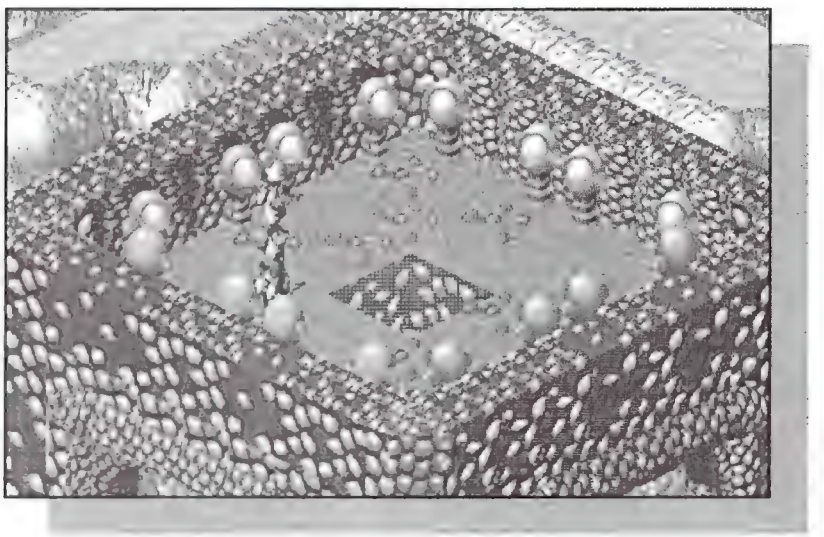


Figure 9-21. Targets In the Control Chamber.

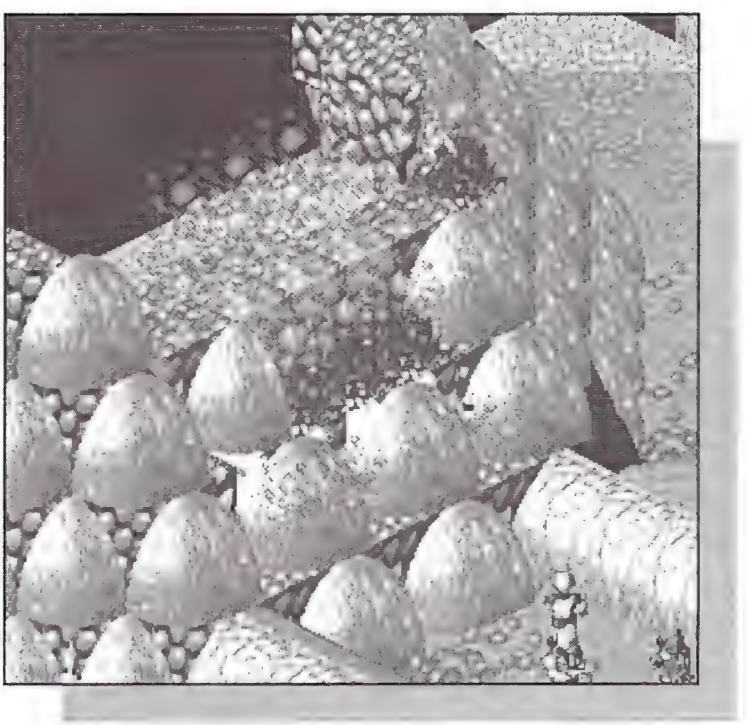
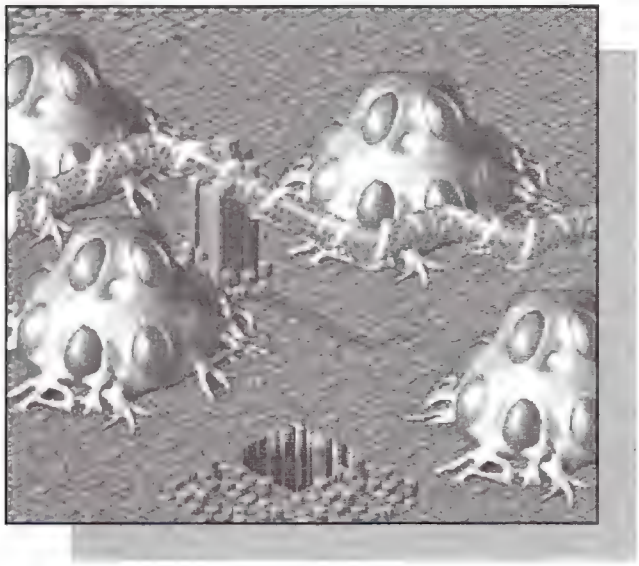


Figure 9-22. Making a "Back Door" In a Mountain.

As for the defenders, the game takes it easy on you here, species-wise. Your opponents are a mix of mostly Anthropods and Skeletoids, with a few Spitters thrown in.



The Spawning Chamber

In the Spawning Chamber, your main target is the alien queen, a.k.a. the "Queenspawn" (see figure 9-23), however, you also must destroy all the Alien Eggs. Although the UFOPedia suggests you take the alien queen alive, it's really not worth the effort. Sure, you can research Alien Gas as a result, but you're likely to lose a large number of agents in the attempt. Toxin C works great, and you should really just stick with *that* as your ultimate weapon.

The Queenspawn is easy to find. She's inside a large, mountain-like complex whose entrance can only be reached by negotiating a very narrow passage. Assuming your agents make it through the passage, they eventually come to an open doorway leading into the alien queen's chambers. Prepare for a huge fight when you reach the entrance; the queen does *not* wish to grant you an audience! (See figure 9-24.)

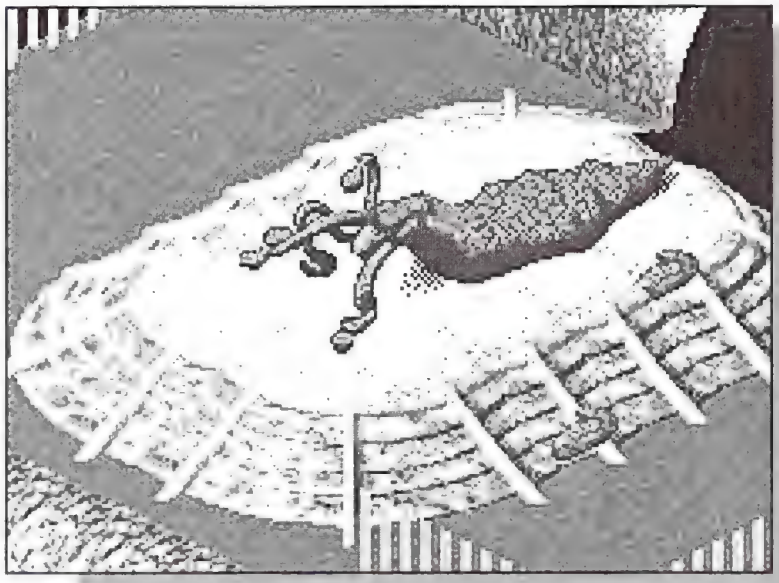


Figure 9-23. The Alien Queen: Your Spawning Chamber Target.

Once you clear out most of the queen's guards, it's time for an all-out assault. Spread your agents out and enter the Queenspawn's chambers quickly. Open fire with all agents, preferably using Toxiguns. Meanwhile, sneak a couple of agents close enough to throw a half-dozen or so Vortex Mines onto the queen's pedestal. This, along with the multiple Toxin C shots she's already taken, kills the queen in seconds.

As for guards, the Queenspawn spares no expense. Before you reach her, you must fight the usual mixture of Anthropods and Skeletoids, and a number of Psimorphs and Megaspawns, as well. Because of the highly active Psimorphs in this building, it makes sense to send only agents with high Psi-defense skills.

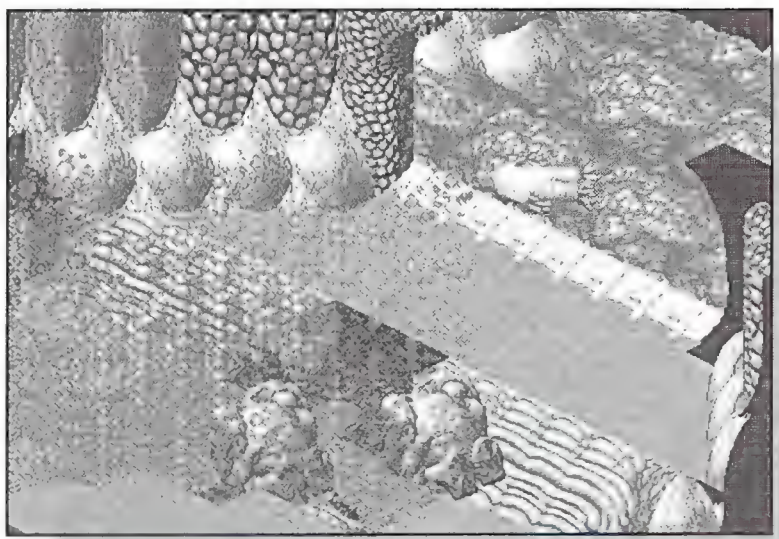
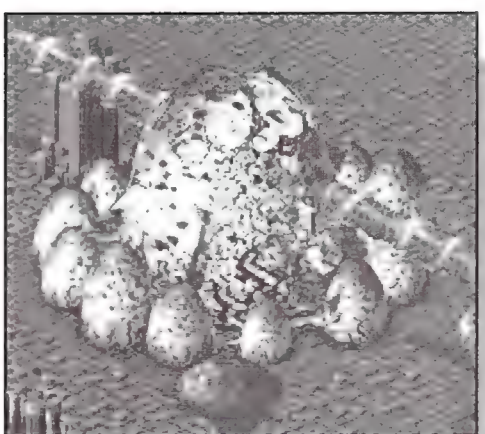


Figure 9-24. The Aftermath of a Battle Near the Alien Queen's Chamber.



Organic Factory

The Organic Factory is where the aliens "grow" their flying saucers. It's a very segmented area, with lots of hiding places-for enemies *and* fresh-grown UFOs. (See figure 9-25.) Luckily, most of the targets simply grow in the open.

Yet again, this is a situation where Vortex Mines are king. One mine can bring down a ship-and often part of the *floor*.

There are a lot of Anthropods and Skeletoids here, but again you must take care not to bring agents that succumb easily to psionic influence.

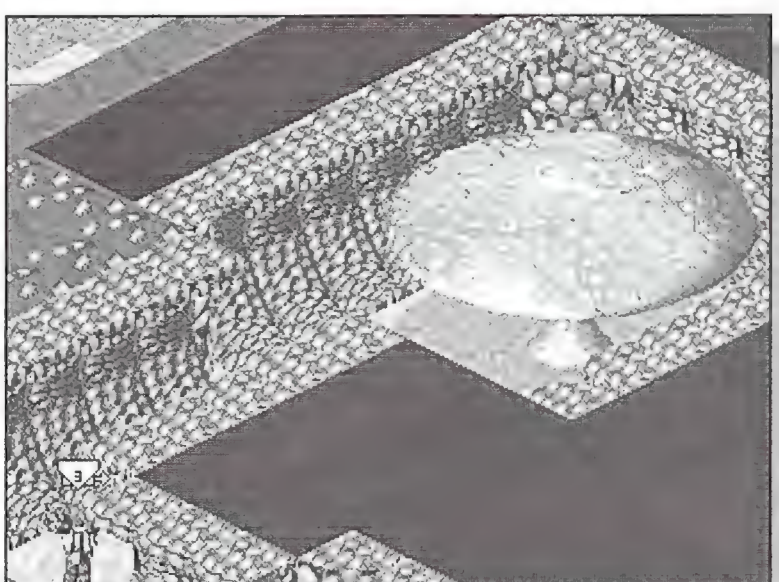


Figure 9-25. A Blossoming UFO Hidden Deep In a Cul-de-Sac.

Only a couple of Psimorphs lurk here, but they'll firmly kick the psionic butt of any agent whose Psi-defense stats aren't up to snuff.

Be aware that UFO "blossoms" are quite explosive, and in setting off a Vortex Mine near one you usually create a chain reaction. With sufficient explosive force, this can cause sections of the floor to collapse. These plunge several levels down and severely injure (at best) any hapless agent or alien unit underneath.

Megapod Chamber

This is the next-to-last alien building you must disable, and it challenges you with one of the game's most difficult tactical missions. Not only is this building chock-full of aliens to begin with, a new alien arrives every 10 seconds to supplement existing forces.

As if this weren't enough, the Megapods themselves are extremely difficult to destroy. (See figure 9-26.)

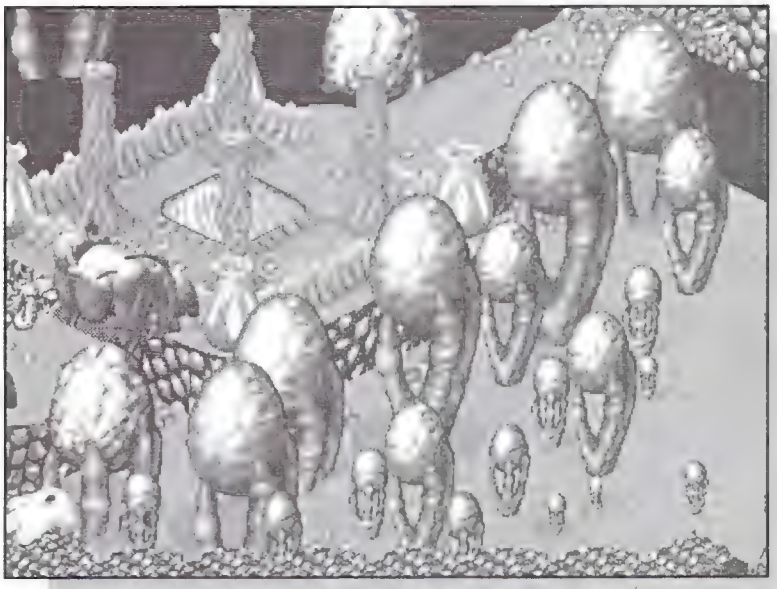


Figure 9-26. The Main Pod Site In the Megapod Chamber.

Although all the pods are explosive, and you can bring down a great many by blowing the large ones up first, the chain-reaction explosions are always less than satisfying. The smaller pods on the periphery always seem to escape harm. Luckily, you do not have to destroy the small pods in order to win; you only have to destroy the larger ones.

The smaller pods are extremely tough, and seem to be impervious to all but the strongest explosions. Not even the blast from a Dimension Missile seems to do much to them. That means you must you Vortex Mines, and lots of them. It can take dozens of mines to completely disable the building.

There are usually three pod chambers in the building. One is obviously the main chamber-a tall, hollowed out mountain with a walkway through the middle and pods on both sides. This is the most difficult room to clear. The other two sites are also enclosed. The smaller of the two has thick walls, but can be easily blown up with a few mines placed on the inside. The larger of the two peripheral sites has a very thin ceiling you can blast out easily. This creates an opening your agents can get through without having to fight their way in the front door. (See figure 9-27.) Each site is easy to spot, as brownish-orange claw-like . . . *things* protrude from high windows near the entrance to each site.

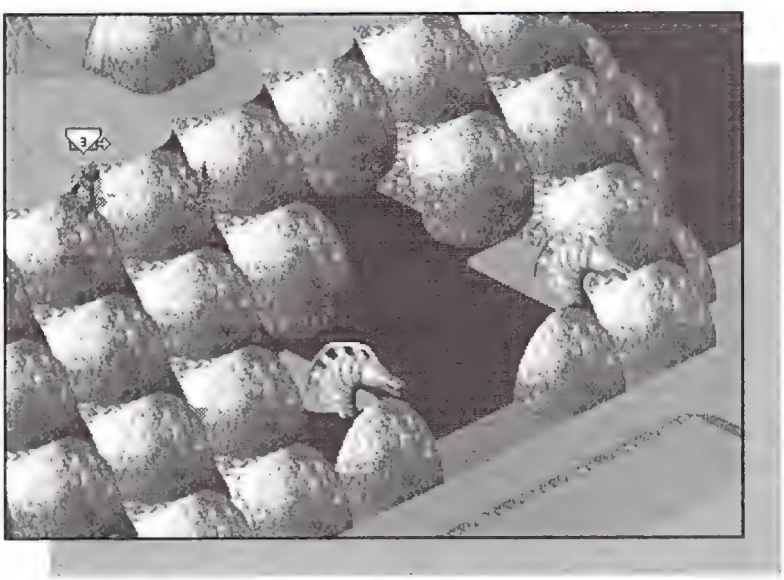


Figure 9-27. On the Roof of an Auxiliary Pod Site. Note the claw-like structures marking the chamber entrance.

The most difficult part of this mission is the assault on the main pod chamber. Most of the building's aliens cluster here, and there are reinforcement teleporters both within and behind the main chamber. The best course of action is, first, to find and disable the two auxiliary sites, and then have all your agents take cover near the main chamber's front door. Once there, the aliens will find *you*. If you can hold your ground long enough, a well-armed team of agents should make it inside with minimal losses. This can take quite a bit of real-world time, but it's really the best way to get the job done.

A final note. As you clear out the miscellaneous small pods left over in the main chamber, make sure you have someone watch the back door. There's usually a teleporter close by, and that means a constant flow of aliens while your agents try to finish their jobs. You might, in fact, want to destroy the teleporter, if you have explosives to spare.

Because of this mission's frantic nature, consider playing it in turn-based mode until you really get the hang of the game. Try it out! If you've lost this mission dozens of time in real time, you might find turn-based combat a refreshing-and rewarding-change of pace.

The Dimension Gate Generator-the Final Tactical Mission

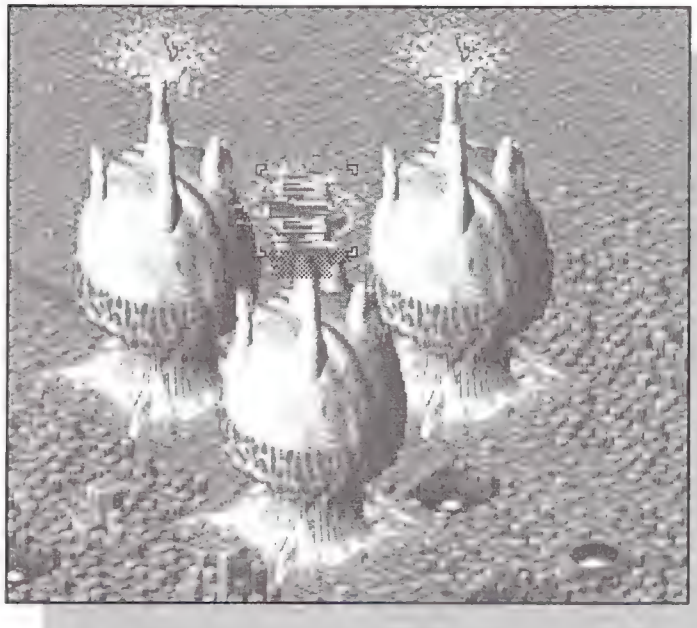


Figure 9-28.

This is it, the mission you've been waiting for since the beginning of the game. When you complete this one successfully, you win the game.

The Dimension Gate Generator building's layout is deceptively simple. It's just a big, oval pit with dozens of green nodes. Nowhere to run. Nowhere to hide. Your agents generally start on the pit's outer rim; defending aliens lurk in the darkness at the center, and are on your agents in a second as soon as the shooting starts.

Your targets this time are the green nodes (see figure 9-28). These nodes, which connect with crisscrossed beams of light, are the power source for the Dimension Gates bridging the gap between Earth and the Alien Dimension. Map view also shows the crisscrossed beams. The nodes are highly explosive and not very strong. Well-placed shots from a Devastator Cannon can take out a node at a time, and a Dimension Missile can take out two or three. Vortex Mines are, of course, still the best choice-assuming you can get close enough to throw them.

So many aliens defend this building that it's nearly impossible to destroy all the nodes. The good news is-you don't have to! Just make sure all the crisscrossed beams are extinguished. All you need to do to make *that* happen is to take out half the nodes. Start at one end, and work your way around. Figure 9-29 shows the map view of the disabled building. Note that your agents never explored one whole side (it's still hidden on the map). If you take out all the nodes visible in this picture, the building is considered disabled.

"We Kicked Their Butts, Sir!"

Once your agents flee the disabled Dimension Gate Generator building, you've accomplished your mission. What's left of your last strike team (minus the guy who just stands there and gets vaporized in the closing animation) hightails it back through the closing Dimension Gate and comes to a bone-jarring landing in the streets of Mega-Primus. You've defeated the aliens, and Earth is safe again.

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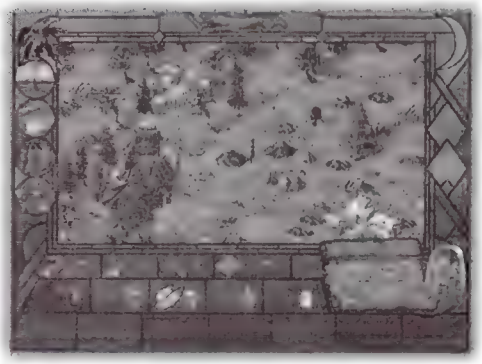

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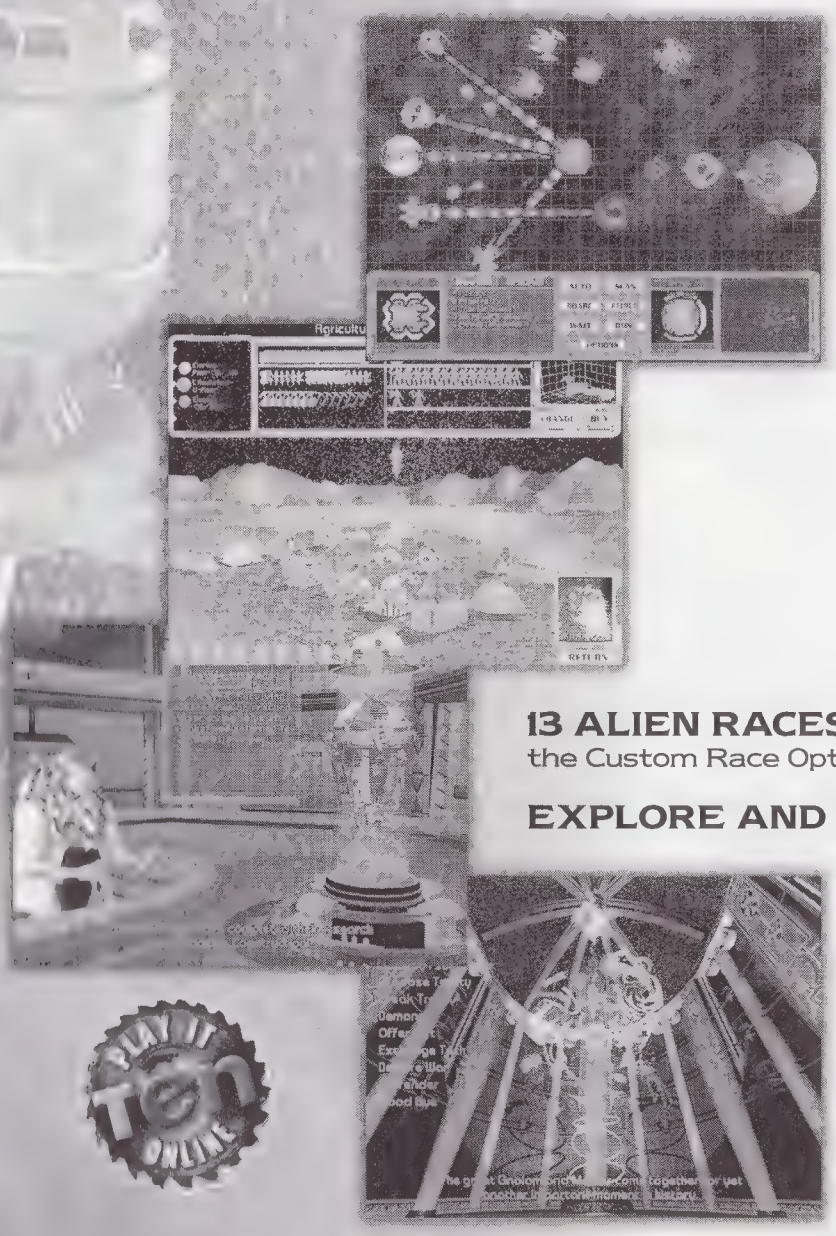

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